

THE ROLE-PLAYING GAME

FORWARD, MY
STORM GIANTS!

The Adventures of
Luther Arkwright
THE
ROLE-PLAYING GAME

23rd PARALLEL GAMES

12 BALDERSTONE ROAD, BROADGATE, PRESTON, LANCASHIRE, PR1 8EQ

Foreword

Have you ever thought that there might be a conspiracy out there?
Someone, or Something, really behind IT ALL.

Manipulating everything. Wars, politics, the weather, advertising (especially advertising), the clothes you wear, the average length of hair, TV and Rock and Roll – the WHOLE PICTURE.

There is. They are called the Disruptors.

But it's Okay. Luther Arkwright defeated them. We're safe now. And the tale was told in three graphic novels by Bryan Talbot – who is Luther's chronicler on this Parallel.

That's Parallel as in Parallel Earth. The Disruptors were not after just our little corner of all Creation, not by a long shot.

We had it easy, really. No dangerously subtle manipulation of the religions on our Parallel, no supposedly accidental Eco-disasters, no Bio-engineered diseases with insidious social side effects, no tendency to concentrate wealth and power in the hands of a minority who are in turn controlled...

Which makes it easy to relax. To play a game such as this. To take part in a strange and terrible conflict. To smash the conspiracy, tear away the mask, reveal and destroy the hidden forces manipulating those other Earths.

Welcome to the Multiverse.

I was hooked from the moment I came across Luther. The RatTrap episode in Psst magazine.

I thought, this is great, this is the sort of thing I'd like to write. And, I wonder who Bryan Talbot is?

That was quite a while ago, and I never did get to see any more of the Psst episodes, and I forgot Bryan's name.

And later, we met at the Preston SF Group.

I found out I had not missed out on the rest of Luther's adventures, they were still waiting to be published, most of the work yet to be hammered out on the page – well, pencilled and inked.

I was lucky enough to see it being finished.

Write the Role-Playing Game, Bryan asked me one night, at a Preston SF Group meeting. That also was my good fortune.

I also have the good fortune to have friends who have been willing to put up with my demands whilst this book was being written.

This is it. It was not as easy, or as difficult, as I thought it would be.

There was teach yourself Desk Top Publishing (including a small mistake on the computer which lost me 60% of the game). Finding out about printers and the printing process, learning the distribution trick. Getting the financial backing, losing the financial backing. Getting the money together again.

In the meantime holding down a full time job. Buying a house. Marriage. And, most recently, parenthood – The real world.

Gamers and Game Writers live in the real world. Our problem (if problem it is) is we have energy and imagination left after coping with reality. So we play games.

What you hold in your hands is good, clean escapist fun. Use it as such.

James Brunton.

This book is dedicated to
James Charles Brunton
– our very own Disruptor

Special thanks to
Jason Crompton
–for technical advice.
(Especially on weapons.)

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INTRODUCTION

What are Role-Playing Games?

Role-Playing Games (RPGs) have been variously described as co-operative *let's pretend* with rules and dice. Or as board games in which the *board* is the player's imagination.

All RPGs need a referee, commonly called the Game Master (GM), and one or more players.

In an RPG the players take on the parts of various characters, be they wizards or warriors in some fantasy world, or the men and aliens of the far flung future. Whatever the setting the players are responsible for the actions and personality of the character they play.

To the Game Master falls the task of being everyone and everything else. A task that, fortunately, is not as daunting as it sounds.

The Luther Arkwright Role-Playing Game

The Adventures of Luther Arkwright, the Role-Playing Game, is based on the graphic novels, created by Bryan Talbot, which detail the strange life and times of Luther Arkwright.

How To Play LARP

Players in LARP take the parts of men and women living on one of the myriad alternative Earths.

These Earths co-exist with our own, and the Earth on which the players' characters live might be one very much like our own: the same balance of super-powers, the same nations, politics and religions. Yet have some minor difference, such as a more unified Europe, or it might be less technologically advanced. Their Earth might be under the rule of the Third Reich, or be an Earth dominated by the influence of the Holy Roman Empire.

Across these parallel Earths a secret war is being fought for their control. The instigators of this conflict are known as the Disruptors, a collective term for a number of mysterious organisations, which have existed since at least the fifteenth century.

These Disruptors have been manipulating the social and technological development of many parallel Earths towards ends which are as mysterious as the Disruptors themselves.

There are few Earths free of Disruptor influence. It was on one of these, a curiously stable parallel, that a culture and society arose which now attempts to counter the Disruptors' activities. This is the Earth which is known as ZeroZero.

The players' characters will, in some fashion, be drawn into this conflict. The first adventure may be the circumstances which first involve them in this strange and terrible war. Or the characters might be created as veteran ZeroZero agents, fully aware of the conflict, and attempting missions set for them by their Section Leaders on ZeroZero.

Most of the play is verbal exchange. The players tell the Game Master (GM) what they want their characters to do. The GM will then describe the consequences of the characters' actions. In determining what exactly happens the GM and players make use of the game rules and their imagination.

The GM has the responsibility of preparing the adventure the players undertake.

He has to create a challenge that will entertain and excite them. Whilst the game is being played he has to be careful to remain unbiased, even when (as often happens) the players out-wit, forestall and avoid some of what the GM has prepared.

The players are under the obligation to play in character. The most difficult thing to avoid is the use of knowledge, or capabilities, that the player has which the character does not.

Most players are well aware what of a computer keyboard is, but a character

who is native to a pre-industrial parallel is going to have no idea whatsoever. A player with martial arts knowledge is perfectly capable of stepping inside the swing of a punch, their untrained character is more likely to back off instinctively.

Playing the characters, and in the GM's case the supporting cast of Non-Player Characters (NPCs), within their limits is the challenge of really good role-playing. Acting out the role, doing what the character would do, saying what they would say and how they would say it, is the most difficult part of the game. When it is done well it adds to everyone's enjoyment.

Co-operation is another essential part of good role-playing. Gaming is a social activity.

Most role-playing games are played by groups of four or five people. Which makes for one GM and three or four players. Consequently the adventures written, both by 23rd Parallel Games and GMs, will usually be designed as group challenges. The players have to work together to succeed.

This is not to say that the actual "characters" have to get along, a fair amount of character conflict ("clash of personalities"), can add a great deal to the game. However, team work on the part of the players and their characters, is often the only thing standing between them and failure; which, against the Disruptors, can mean the death of the characters.

The players get to go on, but with new characters.

The GM must be able to rely on the co-operation and honesty of the players. The GM should not be regarded by the players as their opponent. The Disruptors are the characters' enemies, not the GM.

The GM is also playing the game for enjoyment. And it is up to the players to interact with the situations the GM creates so that he too can enjoy the product of his labour. The best games entertain both the GM and the players.

Unlike most games there are no winners or losers in role-playing games. The success of the players lies in how well they cope with the challenges the GM presents them with. If the players enjoy the adventure (whether their characters live or die) the GM has done well.

Players often measure their success in role-playing games by the development of their character. As *game-time* goes on a character will improve his or her skills, learn new ones and acquire a knowledge and understanding of the multiverse. In many adventures knowledge, and the power it brings, are goals in themselves.

Characters will continue in play until their, often untimely, demise or until retired. A retired character is handed over to the GM to use as an NPC.

Using the Dice

At least four dice are needed to play, one pair for the GM, another pair for the players.

The dice used in LARP have twenty sides. These are numbered in two sets of "1" to "9," and "0."

These dice can be bought in most shops that sell Role-playing games.

Rolling a single twenty-sided dice generates a number between One and Ten, with the "0" being read as Ten. The rules abbreviate a single dice as "1D10."

The dice can be used to generate numbers between 3 and 12, simply by rolling it and adding 2 to the result. The abbreviation for this is "1D10+2."

Numbers between 2 and 20 are generated by rolling two twenty sided dice and adding the results; in short "2D10." The figure before the "D" tells you the number of dice to be rolled, the figure afterwards states the type of dice to be used.

Percentile Dice

Another use for two twenty-sided dice is the generation of numbers between one and one hundred. The die rolled first, or a die of a certain colour, is used to generate the "tens" digit. The second, or different

colour, die is used to generate the "ones."

In this case the roll of a "0," followed by a "4" would be the number four. A roll of "6," then "2" would be sixty-two. When a "0" is followed by another "0" on the second die, one hundred has been rolled.

The term "percentile dice" is abbreviated as "D%."

Other Play Aids

The players will need to keep a record of their character. A character sheet has been included at the end of this book. Photocopies may be taken of as many as are required. Alternatively, you might design your own, a character sheet should contain all the important information about a character required during play.

It is advisable to keep notes on temporary changes to the character on a piece of scrap paper. That way the actual character sheets last a little longer.

Scrap paper should also be on hand to make notes about the current adventure, to write private notes on and to sketch out rough maps of the places the characters may find themselves in. More detailed maps can be drawn on graph paper.

When the characters get involved in close combat it is useful to have a scale "floor plan," on which the players and GM can place counters or miniatures to represent the characters and NPCs.

The GM should also have a table where he can arrange his notes. To keep these from the (accidental) gaze of the players some sort of screen should be contrived. The simplest can easily be cut from a cardboard box.

Other things that have proven invaluable in our gaming are: generous quantities of coffee, snacks and the occasional piece of atmospheric background music. A room where you can all sit or sprawl in comfort is also required.

If you have cats, expect your dice to disappear occasionally.



Creating the Player Character

Defining the Character

There are numerous factors which make up the whole of a person. These can be summarised as:

Physical attributes.

Mental attributes.

The environment they live in.

What they have done and learnt so far in their life.

Character creation in LARP is intended to reflect the above.

The first step is to generate the character's mental and physical attributes. There are six attributes:

Strength, Endurance, Dexterity,
Intellect, Willpower and Psi-rating.

All are created randomly, through the use of dice rolls.

At this point in the character's creation the GM should detail the parallel from which the player character (PC) originates. This will usually be the Earth on which the PC is still living.

During the next step the player is given a certain number of points with which to purchase skills for the character. Exactly what skills are available will depend on the parallel on which the PC lives.

For example, computer skills are not available on parallels where technology has not progressed beyond the level of the middle ages. Whereas the ability to climb is common to all parallels.

The player then purchases the skills he wants. Once this is done a rationale must be worked out for the character; in effect the PC's life story to date. This rationale has to satisfy two conditions.

Firstly, it must justify the skills the PC has, and secondly, it must be coherent

with the parallel's society, culture and technology.

Finally the PC is passed to the GM for scrutiny. The GM will take this opportunity to alter anything (after discussion with the player) which seems inconsistent or unbalanced.

Character Attributes

The six attributes are used to define the PC's mental and physical prowess relative to the other inhabitants of the multiverse.

Each attribute places the PC on a scale which ranges from the fractional to, in some cases, the near infinite.

Physical Attributes

STRENGTH (STR)

Strength is used to define a PC's carrying and lifting capability, as well as how much force they can bring to bear in hand to hand combat.

LARP defines the average human strength as 40. Enabling our average human to lift and carry 40 lbs with relative ease. To bear a burden of between 41 lbs and 80 lbs would soon have them exhausted. For them to lift up to 160 lbs is not too great an effort, but to attempt anything heavier than 240 lbs would be stretching them to the limit of their STR.

STR is generated by rolling 4D10+20.

(Which means that a character will have a STR in the range 24 to 60.)

ENDURANCE (END)

This is the measure of the PC's general health and fitness. This attribute covers the important area of the character's ability to sustain and recover from injury.

It is used to calculate how effective they are at resisting illness, disease and poison.

How well they can withstand pain and how long they can go without rest are also affected by END.

END is generated by rolling 4D10+30.

DEXTERITY (DEX)

Speed, balance, hand to eye co-ordination and agility are all covered by the DEX attribute.

Dexterity determines how many Actions a character can attempt during a Combat Round. (Actions and Combat Rounds, and their use, are fully explained in the section on Combat; page 38.)

DEX is generated by rolling 4D10+30.

The number of **Actions** is calculated by dividing DEX by 10, any fractions are dropped.

For example. Harry Fairfax has a DEX of 63. $63 \div 10 = 6.3$. The fraction is dropped, giving Fairfax a total of 6 Actions per combat round.



Mental Attributes

INTELLECT (INT)

Intellect defines the PC's learning and reasoning ability. Characters with a high INT are more likely to see all the possibilities of a given situation than a less intellectual companion.

INT determines the speed at which a character can gather and utilise information. If a PC is attempting to learn a new skill, or improve an existing one, INT is used to determine the rate at which they learn.

INT is generated by rolling 5D10+20.

WILLPOWER (WIL)

The Willpower of a character represents their ability to function under stress, be it physical or mental. As well as indicating their general determination and resolve.

If a PC is attempting a long term task, such as learning another language, whilst INT is used to determine how fast they learn, WIL is used to see whether they have the motivation to actually carry it through.

The most important use of WIL, however, is in conjunction with Psionics. A high WIL will aid the character in resisting psionic attacks and in the practise of certain Psionic abilities.

WIL is generated by rolling 6D10+10.

PSI-RATING (PSI)

Psionic energy is the binding force of the multiverse. It permeates everything and everyone. The PSI attribute indicates how in tune the character is with this vital force.

Whilst everyone has a Psi-rating there are precious few people that are able to make even the slightest use of it. Those that can are termed "psionically active."

Thus there are two types of PSI, active and inactive. Whether or not a PC is Psi-active is used to determine their sensitivity to (and effect on) psionic activity or phenomena. Someone with a very high inactive PSI will usually manifest a minor psionic talent. They might have an extremely well developed sense of direction, have a "time sense," or experience extremely strong and accurate hunches.

The rules for the use of psionics are given later, see page 79.

During character creation the GM and players must decide between them which characters are "active" psychics. It is advisable for only one or two players in each group to be Psi-active. Psychics are extremely rare, though PCs will have a higher incidence of them amongst their ranks. Also, to have an "active" Psi-rating is not as advantageous as it first appears to be.

PSI is generated by a percentile dice roll, D%. Giving a Psi-rating of from 1 to 100.

Skills

After the attributes have been rolled the next step is to work out the skills the character has. These represent the body of training and knowledge that the character has accumulated so far in their life.

Some skills are purely developments of natural abilities that we all have; such as jumping or climbing. Others have to be acquired from scratch: no one is born with innate geographical knowledge.

The combination of skills a PC has must reflect both their background and their personality. It is here that the character becomes something more than six numbers, as the player begins to create the person they want to role-play.

Initial Skill Acquisition

To begin with the players must have some background on the parallel of their characters' birth. The GM should provide an outline of that parallel's history and present day society. This give the players a guide to which skills are open to them, as well as an indication of what sort of person may have grown up on the "home" parallel.

A useful aid here is a list, compiled by the GM, of all the skills that the PCs are able to choose from.

The player then determines how old their character is. From the PC's age, INT & WIL, the number of points the player has to spend on skills is calculated. This number may again be changed by the GM. Following this the player begins to build his character.

The easiest way to do this is to look at the PC's life chronologically. The player should ensure that not only practical skills and abilities are considered, but that the PC has at least one hobby, pastime or interest.

If the character being created is already aware of the Disruptor-ZeroZero conflict the GM will adjust the PC's skills to reflect this.

Life Points

Everyone learns things as they grow older, they either improve what they are already know, or learn new abilities all together. How intelligent and determined you are also effects how much you learn. In game terms the three factors are Age, INT and WIL.

A character has as many points to spend on skills as their Age multiplied by ten, plus their INT and WIL. These points are called **Life Points** elsewhere in the rules, to avoid confusion with "percentage points."

For example, Adrian (a player) has rolled up a character with INT of 58 and WIL of 55.

Together with the GM he agrees that a fairly active character will be best, so he picks an age of 27.

The total number of points he has to spend is $27 \times 10 + 58 + 55 = 383$.



The Effect of Age

It is assumed that the player will be creating a character that has lived through their "formative years," and is not of an extreme age.

In game terms it is usually best for a PC to be between 16 and 40 years of age.

Whilst it might seem that a rather old character would be the most advantageous to have, everyone suffers from the effects of age, either from the relative inexperience of youth, or the gradual decline of old age.

If a player wants to play a youth or oldster their Stats are generated using the notes in the GM's section. The following formulas are used to determine the "life points" available.

Youth, age 5 to 15 years: Age x 5, plus INT and WIL.

Oldster, 40 plus: generate life points as normal. Then subtract 2 life points for each year over 40. And then subtract 1D10 life points for each decade over 40.

Using Life Points

Each life point a player spends on a skill will increase it by one percentage point. For certain skills the first life point spent will purchase the skill at a starting percentage; see later. Thereafter, each point spent will increase the skill rating by one percentage point.

The table below gives a guideline to the relative skill levels indicated by the percentage rating.

Skill Rating	Proficiency
1 to 20	Unskilled/ casual experience
21 to 40	Proficient
41 to 80	Professional/ highly skilled
81 to 100	Expert/ elite
Skill Rating - The character's "skill percentage."	
Proficiency - Indicates the esteem in which each level of "skill rating" is held.	

The further uses of life points are covered in the GM's notes, as "optional rules." The GM should tell the players if he is using these rules, and if so, what options are available to them.

The options include: increasing the characters attributes and "special backgrounds." These would include having, say, a fabulously wealthy character, or a character who is a famous film star.

Maximum Skill Rating

Skills may only be purchased to a maximum rating of one hundred percent.

During play the circumstances under which a skill is used may increase the skill to over "100." Certain psionic talents may also increase a character's skill rating to over "100."

Cultural Skill Adjustment

Everyone is a product of their environment. The cultural skill adjustments reflect this. Each cultural group on every parallel will have a number of skills in which most people will automatically receive some training.

Perhaps the most obvious (in the Western World) are those represented by education: primarily, literacy and a basic orientation about the world we live in.

Most people in the United Kingdom are supposed to leave school with a basic proficiency in Reading English. In game terms this would be reflected by a skill rating of 21 to 40 percent.

During the purchasing of skills a character will automatically receive some skills at a basic rating, to reflect the cultural bias on them. Or, if he chooses a skill affected by his culture, he will receive it at a minimum rating.

An example of the latter is "Drive Auto." When most people learn to drive they have to take lessons and pass a driving test. To reflect this when a player, whose character lives on a parallel where this applies, chooses "Drive Auto," for the first point they spend they will get the skill at a minimum score; a Starting Percentage (SP).

In our modern Europe the first point spent on "Drive Auto" would buy the skill at a rating of "30."

Prior to 1950 the initial rating would be "20," and the GM would have to consider whether or not the skill would have been open to the character.

Cultural skill adjustments are decided by the GM. Various "cultural skill templates," listing examples of such adjustments, are given in the GM's section.

However, if a player thinks there is a reasonable chance for a "cultural skill adjustment" to be given to his character then he should take the matter up with the GM.

Profession Adjustment

After all the character's skills have been purchased the player receives a further twenty "percentage points" to spend. These *must* be divided amongst those skills relevant to the character's "profession."

This final bonus reflects the fact that some degree of excellence is generally to be expected in one's chosen career. The GM may, depending on the parallel and character's circumstances, reduce or increase this bonus.

Exactly what skills to use this bonus on is up to the GM and the player to decide. The player has to be able to justify the choice of skills. Whilst the GM will have to consider whether or not they fit in with the parallel and culture in question.

Finally the finished PC is handed to the GM for his approval and tinkering.

Character Generation Summary

- 1 • Randomly generate the character's attributes.
- 2 • Decide the character's age & calculate Life Points.
- 3 • Note those skills to which a "Cultural Adjustment" applies.
- 4 • Spend the Life Points on skills, bearing in mind the character's rationale.
- 5 • Profession Adjustment; usually +20 percentage points.
- 6 • Final adjustment and checking by the GM.

Game System and Skills

The Skill Rating

The score a character has in each skill represents two things.

- 1 - Their general level of competence in that skill or ability.
- 2 - It is the percentage chance of the character succeeding in a "critical" or "important" use of the skill.



How Skills Work

The actions any character attempts fall into three areas:

- 1 - Normal actions. This covers anything a player states their character is doing, which will always be successful under normal circumstances. These actions are always assumed to be 100% successful.

Normal actions include walking, talking, listening, seeing, picking up and carrying light objects.

- 2 - Non-critical actions. This covers the routine performance of a skill or ability in the circumstances normal to it. Success in these conditions is normally assured.

The player makes a percentile roll (D%), which is then compared to the relevant skill or attribute to give a result; a modifier of +20% to the skill is usual in these circumstances (see later).

Alternatively the GM will state that the Non-critical action can be performed successfully by anyone with a skill rating of a certain percentage. This requires that a character be competent in the skill, so the minimum is usually set at "30%" — mid-range "proficiency" in the skill.

Examples of non-critical actions include: the day-to-day driving of a vehicle or an average day's work (based on the skill most used in the character's job).

3 - Critical actions. Whenever a character attempts something under stress, or wants a precise result from the use of a skill, it is a "critical action."

Given the nature of LARP these will probably be the most frequently made percentile rolls.

Examples of critical actions include: dangerous leaps, hacking into secure computer systems, repairing equipment without the proper tools or facilities and any combat situation.

The rules occasionally refer to non-critical actions as N-crit rolls. Critical actions are referred to as Crit rolls or, simply, skill rolls.



Arkwright makes his **Observation** roll — Result Area C — to observe that Fairfax is cheating and the method he is using.

Making a Skill Roll

There are two tables used to interpret the results of skill rolls. The Skill Resolution Table (page 15) and the Resistance Roll Table (page 14).

Skill Resolution Rolls

To decide whether a character succeeds in the use of a skill, the player rolls D%. If the result is equal to or under the character's skill rating they have succeeded. If not, then they have failed. On many occasions it will be enough to know simply whether the character succeeded or failed. When this is the case the Skill Resolution Table will not be required. All you need is the character's percentile skill rating.

In the critical performance of a skill however, it is sometimes necessary to know just how well a character did, or just how badly they failed.

The Result Areas, A to E, show the range of possible success a character can enjoy on any given skill roll.

A - Critical success. When this is rolled the character has achieved the best possible result. The use of the skill comes off flawlessly.

Where applicable the results are four times better than average.

The time to use the skill is the minimum possible required.

In a combat situation an "A result area" use of any skill, except a Combat skill, does not take an Action. In effect, the character has performed so well that they have bought themselves a moment more.

B - Precise success. On this result the use of the skill has achieved exactly what the character or GM required.

Where applicable results are three time better than average.

The time required to use the skill is one-quarter ($\frac{1}{4}$) of that normally required.

C - Complete success. Much the same as a B result.

Results will generally be twice as good as the average.

It will take one-half ($\frac{1}{2}$) of the usual time to perform the skill.

D - Success, or Average performance of the skill.

The task is performed competently enough, in the time usual for its performance, but is nothing to write home about.

E - Partial success. On this result the character has done what he wanted to, but has made a rather sloppy job of it.

Something produced with an E result would be regarded as a make-do affair, until it can be improved upon.

The results are perfectly usable.

Where time is a factor the task will take the normal time.

Modifiers to the Roll

The use of any skill also depends on the circumstances in which it is used.

There is a great deal of difference between driving a computer enhanced, armoured battle-wagon across the wastes of Australia and in pursuing it on a motor-bike. The driver of the battle-wagon has a lot more going for him: computer enhancement will increase his Drive Auto skill rating. Whilst the rider of the pursuit bike has to rely on his own raw skill rating.

The GM will decide any modifiers to the skill roll. The modified percentage chance is then the rating used for that particular situation.

The following modifiers are suggestions only. GM's should take care to apply them only when necessary. Having to make too many adjustments to the skill rating, before rolling the dice, slows the game down.

Positive Modifiers

+30%: The character is performing a practised or rehearsed activity in the best possible conditions.

+20%: This modifier usually applies to all "Non-Critical" uses of a skill. It applies where the skill is being performed under the best possible conditions and the PC is under no undue pressure.

+10%: Best possible conditions, but under pressure.

Negative Modifiers

-10%: Character lacks a few pieces of equipment, or conditions are poor.

-15%: Character working under great difficulty. Equipment may be damaged or faulty.

-20%: Worse possible conditions for the performance of the skill; any worse and it may not be possible at all.

Combining Skills

There are two ways to combine skill rolls. They may either be averaged, or read from one roll as overlapped.

Averaging skills should be used where the skills have to be used together for the same end.

This might be when a character has to use both Scent and Taste to identify a yellow powder; the skills are added together and divided by two.

Overlapping takes place when a character tries to do two separate things at the same time.

It is quite a usual occurrence for a character to wish to move silently whilst remaining concealed from sight. In this case Stealth and Hide are overlapped. One roll is made and read for both skills. Depending on the result it is perfectly possible for a character to tread perfectly quietly, but be seen if there is anyone watching.

Another frequent *overlap* is the use of Stealth and the Pick Locks skill.

A character might have Stealth: 28% and Pick Locks: 40%. He attempts to open a padlock silently. One percentile dice roll is made, resulting in a 35. The result being that the padlock opens, but with an audible click!

Resistance Roll Table

The other method of resolving skill or attribute tests is by use of the Resistance Table. This table is very useful where an attribute, or skill, is matched against another.

To use the Resistance Table, simply cross-index the active skill or attribute against the skill or attribute being used to resist it. Round the skill or attribute down to the nearest five percent or "whole five."

		ACTIVE SKILL or ATTRIBUTE																			
		5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	00
RESISTING SKILL or ATTRIBUTE	5	50	55	60	65	70	75	80	85	90	95	00	--	--	--	--	--	--	--	--	--
	10	45	50	55	60	65	70	75	80	85	90	95	00	--	--	--	--	--	--	--	--
	15	40	45	50	55	60	65	70	75	80	85	90	95	00	--	--	--	--	--	--	--
	20	35	40	45	50	55	60	65	70	75	80	85	90	95	00	--	--	--	--	--	--
	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	00	--	--	--	--	--
	30	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	00	--	--	--	--
	35	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	00	--	--	--
	40	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	00	--	--
	45	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	00	--
	50	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	00
	55	--	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	60	--	--	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	65	--	--	--	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	70	--	--	--	--	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	75	--	--	--	--	--	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	80	--	--	--	--	--	--	05	10	15	20	25	30	35	40	45	50	55	60	65	70
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	95	--	--	--	--	--	--	--	--	--	05	10	15	20	25	30	35	40	45	50	55
	00	--	--	--	--	--	--	--	--	--	--	05	10	15	20	25	30	35	40	45	50

Example: A PC is trying to force open a door, held shut by a Disruptor agent. The PC has a STR of 54, the Disruptor has a STR of 35.

The PC's STR rounds down to 50, the Disruptor's STR is already a "whole five." The GM looks along the top of the table to the "50" column, and then down to the "35" row. The result is "65."

The PC has a sixty-five percent chance of forcing the door open.

Resistance Roll Formula

If a very accurate Resistance Roll percentage is required the following formula can be used.

Resistance Roll % = Active skill or attribute *minus* Resisting skill or Attribute *plus* 50.

In the preceding example this would result in: STR 54 - STR 35 + 50 = 69%.

Skill Resolution Table

RESULT AREAS	A	B	C	D	E	FAIL
Damage Multipliers	x3	x2	x1	x1	x½	Miss
Skill Rating						
01-05	na	01	02	03	04-05	06-00
06-10	01	02	03-04	05-07	08-10	11-00
11-15	01	02-03	04-06	07-11	12-15	16-00
16-20	01	02-04	05-08	09-15	16-20	21-00
21-25	01	02-05	06-10	11-19	20-25	26-00
26-30	01	02-06	07-12	13-23	24-30	31-00
31-35	01	02-07	08-14	15-27	28-35	36-00
36-40	01-02	03-08	09-16	17-31	32-40	41-00
41-45	01-02	03-09	10-18	19-35	36-45	46-00
46-50	01-02	03-10	11-20	21-39	40-50	51-00
51-55	01-02	03-11	12-22	23-43	44-55	56-00
56-60	01-03	04-12	13-24	25-47	48-60	61-00
61-65	01-03	04-13	14-26	27-51	52-65	66-00
66-70	01-03	04-14	15-28	29-55	56-70	71-00
71-75	01-03	04-15	16-30	31-59	60-75	76-00
76-80	01-04	05-16	17-32	33-63	64-80	81-00
81-85	01-04	05-17	18-34	35-67	68-85	86-00
86-90	01-04	05-18	19-36	37-71	72-90	91-00
91-95	01-04	05-19	20-38	39-75	76-95	96-00
96-00	01-05	06-20	21-40	41-79	80-95	96-00
Burst — Auto	M	M	M - 1	M - 2	M - 3	M - 4
Conflicting Skill Modifier	±30%	±15%	±10%	±5%	0	na
Sprint	70'	60'	50'	40'	30'	40%±20'
Time to use Skill	Minimum	1/4	1/2	Normal	Normal	41%±=Fail

Skill Modifiers

+30%	Rehearsed & Best possible conditions	-10%	Poor conditions, equipment missing
+20%	"Non-Critical" or Best possible conditions	-15%	Great difficulty, damaged equipment
+10%	Best conditions, under pressure	-20%	Worse possible conditions

Combat Modifiers

ATTACK		DODGE	
Target is surprised:	+30%	Restrained:	-20%
Attack from behind:	+20%	Confined area:	-10%
Stationary target:	+50%	Movement slowed:	-10%
Restrained:	+20%	Prone or Climbing:	-10%
Moving target:		PARRY	
— Walk/trot:	na	Restrained:	-20%
— Run:	-10%	Prone:	-10%
— Sprint:	-20%		
— Swimming:	-10%		

Hit Locations (1D10)

1:	Right Leg
2:	Left Leg
3:	Lower torso
4-5:	Upper torso
6-7:	Right arm
8-9:	Left Arm
10:	Head

Aimed Attacks: Head: -20%
Other locations: -10%

GAME SYSTEM

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GAME SYSTEM

& SKILLS

Skill Resolution Table

How to use the Skill Resolution Table.

The Skill Rating column (left hand side of page 15) divides the possible skill ratings into twenty groups of *five*.

Cross reference the character's Skill Rating with the result of the D% roll in the six columns to the right.

Maximum Skill Rating

The maximum Skill Rating possible is 100%. There is always a slight (5%) chance that the character will fail in the use of a skill.

Minimum Skill Rating

Negative Modifiers can reduce a Skill Rating to "0" or below. This means it is, due to the circumstances, impossible to succeed in the use of the skill.

However, the GM can stipulate that no matter how great the modifiers *against* the character succeeding that they will always have a "5%" chance.

This gives the PCs a slight chance to pull off the shots and stunts which they, as the "Heroes" of the game, should be entitled to.

Result Areas

See page 12. For Psionics using Result Areas see page 102.

Damage Multipliers

See page 61.

The Damage done by a successful attack is rolled and multiplied by the Damage Multiplier.

Burst — Auto

See page 60.

M = the number of shots fired.

NB: -10% per shot in a Burst OR Auto modifier to Attack roll.

Conflicting Skill Modifier

Applied to any Skill Roll which follows the successful use of another skill; except Combat Skills.

This generally reduces the character's skill rating. It can, if the GM allows, be used in *reverse* to prepare the way for the use of another skill. In which case it would act as a positive modifier.

For example, Jason is attempting to use Escape Artist: 64% to loosen the ropes tying him up. The Disruptor Pawn who bound him had a DEX of 47, and rolled a "07" when tying Jason up; see page 22.

Jason's Escape Artist is reduced to 49%.

- **Sprint.** See page 40.
- **Time to use Skill.** See page 12.
- **Skill Modifiers.** See page 13.
- **Combat Modifiers.** See page 42.
- **Hit Locations.** See page 62.
- **Aimed Attacks** See page 63.

Default Skill Rating

On occasion a PC may have to attempt something in which they have no Skill Rating, and for which an Attribute Use (page 28) is not suitable.

Some skills do have a minimum rating, calculated from the PC's Attributes.

For a *single use* of a skill in which the PC has no other training they use a Default Skill Rating of 1D10, plus any minimum rating.

If they make an INT roll 2D10 are used, to a maximum Default Skill Rating of 20%.

For example, Jason does not have the skill **Research**, but is attempting to find out all he can about a Disruptor controlled company. To this end he is spending an entire day in a Library and Record Office.

Jason has INT 48 and PSI 72, so his minimum Skill Rating is 12%.

He rolls D% against his INT and rolls under it. His final Default Skill Rating is 2D10 (8+5) + 12 = 25; so the maximum of 20% is applied.

As Jason has various indexes available, is not under any pressure and is spending a whole day on the problem the GM modifies the roll by a further +10%, to 30%.

A character with **Research** would take a couple of hours to attempt the same use of the skill, with a +20% modifier.

Failed Skill Rolls

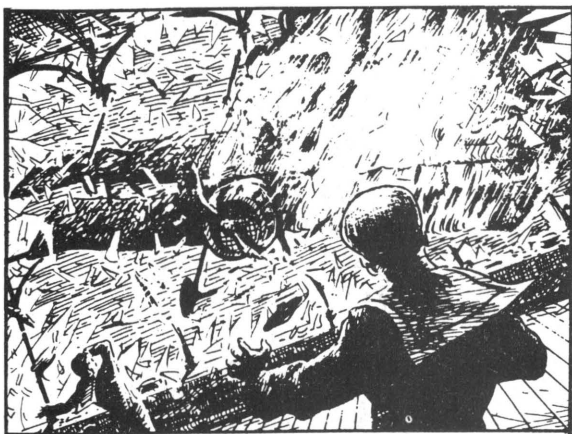
Just because the skill roll is failed it does not mean the character has totally botched the job. The consequences of failing vary from skill to skill, situation to situation.

A failed Read/Write Language roll can mean either producing a letter dotted with spelling mistakes, or writing something that is incomprehensible.

The bigger the mistake the easier it is to notice. A failed Drive Auto roll could mean anything from a fatal crash, to not indicating a turn. Again, the greater the degree of failure, the more serious the consequences.

Small mistakes are generally easy to correct. Big mistakes are harder to deal with, and may defy remedy altogether. An inexperienced person is more likely to make more and bigger mistakes. Someone with a great deal of experience is less likely to make mistakes, but small errors will creep in from time to time.

The following rules are intended to make sense of failing the skill roll: so that not every failed Pilot Aircraft roll turns into a "crash and burn" experience.



Degree of Failure

This is equal to the percentile roll minus the skill rating.

The degree of failure is the character's chance of noticing that a mistake has been made.

Some mistakes, by their very nature will be immediately apparent.

Where this is not the case a character has a maximum chance of noticing a mistake equal to their skill rating; so the Degree of Failure can often be higher than the character's chance of noting their error.

If the mistake is noticed the character can attempt to correct it. To do so they must make a second skill roll at their skill rating minus the Degree of Failure.

Obviously some mistakes will be so great that the character will have no chance of correcting them.

The number of attempts the character gets at correcting a mistake depends on the circumstances, the further results of the "corrective" skill rolls and how determined the character remains.

The GM decides the maximum number of "correction attempts" allowable. The maximum is usually set at five. In the worst circumstances a character will usually only get one attempt at saving the situation.

This would be, for example, one last pull at the controls to take a Sopwith Camel out of its spin; following a failed Pilot roll. This assumes the plane was being flown at low altitude; a little higher and the GM could allow two attempts, and so on. If the "corrective" roll is itself a failure then the next "correction attempt" must be recalculated.

Example, a low flying pilot has Pilot at 60%. He is in a dogfight, where every slip can be dangerous.

Going into a dive the player rolls a 70 on the D%; failed by 10. The plane plunges too steeply. The character tries to correct, the chance being figured at 60% minus 10%, resulting in a 50% chance.

The player rolls a 54, 4 more than needed. The GM tells him that the ground is rushing up, and that he can make one last attempt to pull up before crashing. This is calculated at 50% minus 4, giving a 46% chance of pulling the aircraft up in time.

The player rolls a 32 and regains control just over the tree tops.

Determination

In some circumstances staying interested in doing something correctly can be an important factor.

One attempt at correcting a mistake can always be made without checking the character's determination. If more are called for the player must first roll under the character's WIL to see if they are resolute enough to try again.

In life or death situations the GM will have no need to apply this *Determination* roll. It should be used where the GM feels it reasonable that the character may give up in frustration.

For example, a character is trying to repair his car. After failing to adjust the brakes system correctly he tries once more and fails.

The next roll calls for a Determination roll, the player rolls over the character's WIL, and the PC gives up; presumably going off to call the local mechanic in.



Skill Definitions

The listing of skills is given in two sections.

The first part defines those skills common to all characters. These are derived either from the five senses, or detail basic physical abilities.

The second part gives an alphabetical listing of those skills which typically have to be learnt. These have to be bought either from zero, or may have a "starting percentage," based on the character's attributes, culture or background.

Common Skills

The following starting percentages are derived from the character's attributes, through the use of simple formulas. In all cases any fractions are dropped once the calculations have been completed.

• Senses

Listen: PSI divided by 2, plus 15.

Observation: PSI divided by 5, plus 20.

Scent: PSI divided by 10, plus 5.

Taste: PSI divided by 10, plus 5.

Touch: PSI divided by 10.

• Physical

Climb: STR plus DEX, divided by 5, plus 20.

Deftness: DEX divided by 10, plus 10.

Hide: DEX plus PSI, divided by 10, plus 20.

Jump: STR plus DEX, divided by 5, plus 20.

Stealth: DEX plus PSI, divided by 5.

Common Skill Definitions

• Senses

Listen

This skill is used when a character has to listen intently to a sound. It covers trying to eavesdrop on a conversation across a noisy room, or listening through doors or walls.

The GM will modify the Listen percentage for the level of background noise, or thickness of barrier the character is trying to listen through.

Observation

This skill is used to spot anything concealed or not immediately obvious to first glance.

Thus, a character could look at a man sat opposite them on a train, but an Observation roll would be required to notice the Disruptor Lodge ring on his finger.

Use of Observation covers everything from finding hidden compartments and concealed doors, to spotting an ambusher lurking in the bushes.



Scent

This defines the character's sense of smell. This is usually an underdeveloped sense. It will reflect the character's chance of catching a whiff of gas, the smell of blood or burning.

In most cases the GM will modify the roll, based on the strength of the smell.

Taste

As with Scent this is usually an underdeveloped skill. Wine-tasters and Alchemists find a highly developed sense of taste very useful in their professions.

The GM might allow a Taste roll if the character ingests a poison, given that the poison does have some taste.

Touch

Our tactile sense is typically used in connection with sight. As a result it does not function well in isolation.

Touch will rarely be important as a sense, but on occasion a character may have to slip his hand into a hole and try to identify what's within by Touch alone.

In these cases Touch will provide a starting point for the GM to calculate the relevant percentage chance.

• Physical

Climb

Exactly what a character can climb depends on the availability of hand holds and the pitch of the slope. A Climb roll will be required for every 10 to 30 feet. The greater the difficulty, the more frequently Climb rolls will have to be made.

Where hand holds are scarce, or the slope is very steep, or overhangs, the GM will apply negative modifiers to the roll.

If a character is using a rope, or climbing with the aid of some other piece of equipment, positive modifiers will apply.

Deftness

This is used whenever the character has to make a delicate or dexterous manipulation: such as juggling or cheating at dice. It can be taken as a euphemism for the ability to "pick pockets", although some GMs may allow the development of Pick Pockets (see later) as a separate skill, or sub-skill, of Deftness.

A character could therefore be called on to make a Pick Pockets roll whilst discreetly *lifting* something, but a Deftness roll when manipulating a fragile object.

Hide

This skill allows a character to conceal themselves from sight. There must be cover available for the character to Hide in; be it bushes, furniture or deep shadows.

If a character wants to move and still remain Hidden an A to C result on the Skill Resolution table must be made. Very dense cover, such as jungle, will give a positive modifier to the Hide roll. As will wearing appropriate camouflage clothing.

Jump

This is used whenever a character has to jump through an opening, onto a ledge, between speeding vehicles or any other dangerous leap.

The maximum distance a character can Jump depends on the Result Area. The "Damage Multipliers" are used to adjust the basic distances for:

- A horizontal leap, four yards — maximum distance possible, without psionic or other aid, is 8 yards.
- A vertical leap down, ten feet.
- A vertical leap up, one yard.

A short run up is assumed. If the jump is made from standing halve the distance possible for the jump.

Stealth

This skill allows a character to move quietly, with scarcely a noise.

It is overlapped with other skills when a character wishes to perform them quietly.

First Point Bonus - Common Skills

During character creation the Common Skills can be increased, like any others, by spending Life Points.

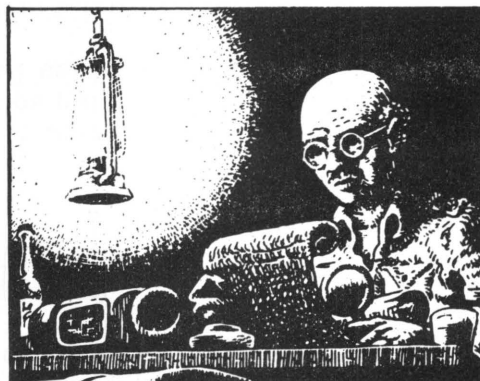
As with General Skills there are some Common Skills to which a First Point bonus (see later) applies.

These skills are listed below:

Observation	FP: +5%
Scent	FP: +10%
Taste	FP: +10%
Climb	FP: +5%
Jump	FP: +5%

Note to Scent and Taste: The character must be one that can justify "Scent" or "Taste" as a professional or semi-professional skill.

For example, a chef, chemist or narcotics policeman would be able to justify a FP bonus in these skills.



General Skill Definitions

Where appropriate the **Starting Percentage (SP)**, or calculation used to arrive at it, has been included with the skill description. All characters will have a certain rating in a number of skills, this represents their natural talent, or common sense aptitude, for the skill.

The **First Point (FP)** score is shown next. This is the number of percentage points that the first Life Point spent on the skill will buy. It is added to the Starting Percentage, if there is one.

The First Point bonus represents the advantage even minimal training or experience can give.

Those skills commonly affected by the Cultural Templates have been marked with a ♦ symbol to the side of the skill.

There then follows a brief description of the skill and its use. The listing of skills is, by no means, exhaustive.

A section on designing new skills follows the definitions.

SP: Starting percentage.

FP: First Point, the first life point bonus.

◆ **Accounting****SP:** INT divided by 10.**FP:** +15%.

This skill can be used to track the movements of money. Its use allows the character to balance the books of a business or any other large organisation. The character can check the accounts (whether kept on clay tablets or floppy disk) to see if they are in order.

Given time, depending on the size and completeness of the accounts, the character should be able to find out the sources of income, as well as how the income is disposed of.

Administration**SP:** None.**FP:** 10%.

Users of this skill know how to deal with the bureaucrats and bureaucracy of governments or large businesses. They will be able to determine how any large organisation is, or should, be run.

Anthropology**SP:** None.**FP:** 15%.

Allows the user to determine what culture an individual has come from. To a lesser degree it will enable the PC to make similar judgments about items and artifacts.

When a new culture, or subtly different one, is encountered Anthropology can be used to make predictions about the culture's social organisation and conventions. It will also aid the user in blending into different cultures.

Archaeology**SP:** None.**FP:** 15%.

A skill roll will identify the source and age of an artifact. It may also be used to recognise fake objects, or objects brought from another parallel. Where larger sites or constructions are concerned an Archaeology roll will enable the PC to make deductions about the culture of the former dwellers, or the former use of a building.

It may be combined with Anthropology for this, if this gives a better chance of success.

Architect**SP:** None.**FP:** 15%.

This skill enables a character to design buildings. Where appropriate they will be able to make informed guesses about the layout (and possibly the security arrangements) of buildings.

They will also be aware of those "hidden spaces" common to most large constructions. Be they the hollow curtain walls, mouldings or raised floors, of less technologically advanced parallels, or the air vents, service crawlways and false ceilings found in more modern buildings.

Arts**SP:** PSI divided by 5.**FP:** +10%.

The character is talented in one or several artistic pursuits. These may range from Painting to Pottery, Graphic Design to Sculpture.

A character having Arts skill will be able to make (fairly) accurate drawings of people or things they have seen.

◆ **Astronomy****SP:** INT divided by 20.**FP:** +15%.

Knowledge of the planets and stars. The character will also be conversant with the techniques and equipment used to observe them.

They will also be able to navigate accurately by using the positions of the stars by night and the sun by day.

Botany**SP:** None.**FP:** 15%.

Use allows the character to correctly identify any plant. They will know of its possible uses, if any.

If the plant is not previous known to the character, or is rare, a skill roll will enable him to identify its habitat. A further skill roll would, on a C or less, give him some idea of its possible uses.

Camouflage**SP:** INT plus PSI, divided by 10.**FP:** +5%.

The technique of concealing things, either objects or people, in cover. A suc-

Successful Camouflage roll will reduce the chance of an Observation roll spotting the hidden item or person. This depends on how good the Camouflage roll was: see the Skill Resolution table, "Conflicting Skill Modifier."

Chemistry

SP: None.

FP: 10%.

Allows a character to create and analyse chemical compounds. The complexity of such work will depend on what equipment the PC has at his disposal. How far the science is advanced on the PC's parallel will also be a factor.

On certain parallels Chemists will be known as Alchemists; with the workings of their science buried in Occult lore and ritual.

◆ **Communications**

SP: None.

FP: 15%.

At its most basic a character is familiar with simple two-way radio hand sets. Skilled communications experts will be able to send, receive and intercept scrambled messages in a variety of mediums: from radio and ultrasonics, to laser and meson communicators.

◆ **Computer**

SP: None.

FP: 15%.

The user can operate and write programs for computers. As their skill increases they can hack into "secure" computer systems, learn new computer languages and techniques.

On the more advanced parallels, Computer can be an invaluable skill.

◆ **Crafts**

SP: INT plus PSI, divided by 20.

FP: +10%.

The user must choose what Craft, or Crafts, to follow. Crafts include such skills as Carpentry, Leather working, Weaving, Masonry and other professions.

Characters on less technologically advanced parallels sometimes have one main craft, which provides their livelihood.

Demolitions

SP: None.

FP: 15%.

Commercial or military use of explosives. The user is skilled in the preparation and application of explosives. Successful use of this skill allows the user to achieve greater and more precise effects than the Explosives, Basic skill.

They would, for example, be able to construct micro-charges that could blow out locks with a minimum of noise.

◆ **Drive Vehicle**

SP: None.

FP: 30%.

This skill is typically denoted by Drive, followed by the vehicle in question. Most Vehicles are affected by cultural modifiers. Complex vehicles may require a variety of supporting, technical skills, such as Computer.

When a character has Drive skill for one Vehicle he may attempt to drive a similar vehicle. His Drive skill will be adjusted to reflect the differences. Drive skill also implies knowledge of the laws or customs relevant to the vehicle.

Therefore, characters able to Drive Automobile on their native parallel will still be able to on another, if they can work out the design differences. They may then, unwittingly, trespass against the traffic regulations; Anthropology will help in these circumstances.

◆ **Electronics**

SP: None.

FP: 15%.

This skill allows a character to manipulate electrical equipment relevant to their parallel of origin's level of technology. A character with Electronics can attempt to hot-wire cars and bypass simple electronic locks. Exactly what they can do will also depend on the tools and equipment available.

Escape Artist

SP: DEX plus PSI, divided by 10.

FP: +5%.

The skilled Escape Artist is practised at extracting themselves from even the most sophisticated binding devices. Most people could hope to wriggle out of ropes,

but only a person with a well developed Escape Artist skill is going to be able to slip out of hand-cuffs.

Bindings: Ropes are tied on a DEX Resolution roll. The "Conflicting Skill Modifier" is applied to the Escape Artist skill of the person tied up.

Manacles and primitive handcuffs give a -10% to -20% modifier.

Modern handcuffs have a -30% modifier.

A strait-jacket has a -40% modifier.

The more bindings, the less chance of escape; to a maximum negative modifier of -50%.

Explosives, Basic

SP: None.

FP: 20%.

Terrorist or basic military grounding. A character with this skill can make and disarm simple explosive devices. (See Demolitions.)

Forgery

SP: INT plus PSI, divided by 20.

FP: +5%.

The user is skilled at making counterfeits. This skill will often be averaged with another, such as an Art skill when forging a painting or sculpture, Administration when forging official documents and Electronics or Computer when constructing false electronic keys.

Geology

SP: None.

FP: 15%.

This skill lets a character tell the age and extent of most natural terrain features, as well as how they were formed. Use enables a PC to identify fossils and minerals.

History

SP: INT divided by 10.

FP: +15%.

The character is conversant with the History of his parallel. Where they have been educated about another parallel, the skill should be noted with the identifying code for the parallel. (eg. History [66-17-56].)

If the History of a parallel is similar to the history already known to the PC, a reduced History skill will apply, as determined by the GM.

The character will be able to recall and examine events in the history of a nation, country or area. The examination of certain historical events can often provide clues to Disruptor activities, both past and present.

◆ Language

SP: Spoken

- INT plus 20; native language.
- INT plus 10; second languages, if any.

SP: Written

- INT plus 10; native language.
- INT; second languages, if any.

FP: +10%.

Each language is divided into two areas; how well you speak it, and how literate you are in it.

So, a character might be fluent in "conversational" French, but unable to read more than a few words; ie. road signs, menus, simple maps etc..

When two people are speaking together and both have skills, in the language used, of over 50%, then no rolls will have to be made.

When speaking with a character with a lower skill rating the two skills are averaged.

For example, a character is trying, in German, to find out how far it is to Berlin. They have "German, Spoken: 20%." They are talking to a native with "German, Sp.: 70%." The chance for making themselves understood, and in turn understanding the reply, is 45%.

When reading something the GM could call for one roll to cover understanding of the piece being read. Or a number of rolls depending on the number of distinct items of information within the manuscript.

When writing the character could be called on to make either one roll, or several, depending on the complexity, or nature of what is being written.

Law**SP:** None.**FP:** 15%.

The character is well versed with the aspects of his culture's laws and constitution, where applicable. Another parallel's laws may be assimilated like its history.

The character will be able to predict how anyone may, legally, act or react. He will also be able to determine whether any laws are being broken, or will be broken, by someone's actions.

◆ **Mechanics****SP:** DEX plus INT, divided by 20.**FP:** +15%.

This skill enables the user to repair a broken machine or item. It reflects the user's "handyman" ability at the lower skill proficiencies, their "Engineering" skill at higher ratings.

Depending on the device being repaired it may have to be combined with Electronics. The availability of tools, parts and additional knowledge (such as blue-prints, or simply knowing what an exotic, other parallel, machine is used for) will all affect the use of this skill.

◆ **Medical****SP:** INT divided by 10, plus 20.**FP:** +10%.

A low skill rating gives knowledge of simple First Aid, at higher ratings (60% plus), the character is considered to be a "trained" First Aider, or Paramedic. They will be capable of minor and emergency surgery.

The more advanced skill of **Medical: Doctor** is available to those characters who purchase "Medical" to 60% and then buy "Medical: Doctor" from zero.

The two skills ratings are added together for any minor medical use, but the "Medical: Doctor" skill is used for more sophisticated problems. Such as diagnosing and treating diseases, and performing complex surgery.

The use of "Medical" skill in aiding recovery from injury is detailed in the Combat section, see page 70.

Occult**SP:** None.**FP:** 15%.

Disruptor organisations are often protected behind occult ritual. This skill enables the PC to interpret the meaning of various rituals and items.

In the ancient occult paraphernalia of Disruptor organisations it is not unusual to come across clues to their more sinister purposes.

Occult skill also gives the character some knowledge of the various phenomena relating to psionic activity; such as possession and poltergeists. Such knowledge is "unscientific," see Parapsychology.

Parapsychology**SP:** None.**FP:** 10%.

The character has studied psychic phenomena from a scientific standpoint.

They will be conversant with the known effects and manifestations of psionic activity on their parallel.

Pick Locks**SP:** DEX divided by 10.**FP:** +5%.

Successful use of this skill enables a character to open a lock. The better the lock, the less chance the PC has of picking it. In certain situations it will be appropriate to average this skill with Computer or Mechanics.

Pick Pockets**SP:** Dexterity.**FP:** +5%.

A subskill of Dexterity. The character is adept at light-fingered thievery. They can (obviously) pick pockets, lift watches, plant items on an unsuspecting dupe, etc..

Knowledge of this skill gives a grounding in the various techniques of "dipping."

◆ **Pilot Aircraft****SP:** None.**FP:** 15%.

Similar to Drive Vehicle.

However, there are far more differences between types of aircraft than most ground based vehicles. A character cap-

able of flying one type of aircraft might not be able to fly another.

Research

SP: INT plus PSI, divided by 10.

FP: +10%.

This skill is used whenever the character is trying to find out information from records (public or private), or is conducting research into a specific topic.

A highly skilled Researcher is trained in drawing conclusions from statistics and seemingly unrelated items of data.

One roll is made for each item of information that the PC might possibly discover. Obscure or concealed information will be harder to find, requiring a certain Results Area, or will have a modifier applied to the roll.

Ride

SP: DEX plus PSI, divided by 10.

FP: +15%.

This skill enables the user to ride whatever "beast of burden" is common to their parallel.

Horses and lizards are fairly typical, with genetically engineered mounts ranging from giant birds to cats being found on more exotic parallels.

Sciences

◆ **SP:** None.

FP: 10% or 15%.

The FP will depend on the complexity or "exactness" of the science: GM's decision.

A few sciences are already covered in the skill descriptions elsewhere. Other sciences will have to be developed as the players and GM desire. The choice can range from Physics to Zoology.

For example, a player wants his character to be a specialist in the use of lasers.

The GM rules he must take Physics to at least 60%, followed by a new skill, "Laser Technology."

The two will be added together (see "Medical: Doctor) when the PC is performing a specialised task with lasers.

Survival Techniques

SP: INT plus WIL, divided by 20.

FP: +10%.

This skill enables its user to forage and live off the land. Rolls may be made for finding or trapping food, lighting fires (without matches), making an adequate shelter, and finding and purifying water.

Swim

SP: DEX divided by 10.

FP: +15%.

This skill covers the art of keeping afloat, diving and swimming short distance underwater.

SCUBA, which also covers "Deep Sea Diving," must be purchased separately.

SP: None.

FP: 10%.

The two skills are added together when a Swim roll is made, but are averaged for actual SCUBA skill rolls.

Track

SP: None.

FP: 15%.

The user may follow the spoor of a man, animal or vehicle, provided the terrain they are passing through will bear some trace.

The best trackers are able to tell an incredible amount of information from the slightest traces.

The signs a rifle leaves when lent against a tree can tell a Borneo tracker whether or not it is loaded — by the depth of the impression of the butt. And what the weapon is — by how high the mark, left by the barrel, is on the tree.

Combat Skills

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• Summary, page 75.

Psionics

Page 81.

• Summary, page 101.

Designing New Skills

This is often as simple as deciding the name of the skill. Thereafter, the GM and players will have to agree what is, and is not, possible through the use of this skill.

The GM should take care that no new skill combines two existing skills. Or that several skills are effectively replaced by a single skill.

For example,

Acrobatics

SP: STR plus DEX, divided by 20.

FP: +10%.

Most people are able, with a little practice, to stand and even walk on their hands. Greater Acrobatic ability would allow the PC to do somersaults, back flips and to walk a tightrope.

This skill does not replace either Climb or Jump. Whenever the character wishes to do either they must roll under that skill, not Acrobatics. The skills may be overlapped and, if the results fall within both ratings, the PC can be described to have climbed or jumped with great daring and showmanship.

The GM should carefully consider whether the skill rates a Starting Percentage, based on either Attributes or the Culture in which the skill is used.

Further to this the GM must decide whether a First Point bonus is applicable. Most skills that qualify for a First Point bonus give an increase of +5% to +20%.

The FP bonus reflects either the quick basics, or groundwork, that can be learnt during one or two lessons. Consider the quality of the training, as well as the complexity of the skill, when deciding the FP bonus.

Only a few skills are so simple that a minimum of experience and/or training will make the user "Proficient" in them.

General Skills Listing

A summary of skills, giving the SP and FP values.

Accounting

SP: INT ÷ 10.

FP: +15%.

Acrobatics

SP: STR + DEX, ÷ 20.

FP: +10%.

Administration

SP: None.

FP: +10%.

Anthropology

SP: None.

FP: +15%.

Archaeology

SP: None.

FP: +15%.

Architect

SP: None.

FP: +15%.

Arts

SP: PSI ÷ 5.

FP: +10%.

Astronomy

SP: INT ÷ 20.

FP: +15%.

Botany

SP: None.

FP: +15%.

Camouflage

SP: INT + PSI, ÷ 10.

FP: +5%.

Chemistry

SP: None.

FP: +10%.

Communications

SP: None.

FP: +15%.

Computer

SP: None.

FP: +15%.

Crafts

SP: INT + PSI, ÷ 20.

FP: +10%.

Demolitions

SP: None.

FP: +15%.

Drive Vehicle

SP: None.

FP: +30%.

Electronics

SP: None.
FP: +15%.

Escape Artist

SP: DEX + PSI, ÷ 10.
FP: +10%.

Explosives, Basic

SP: None.
FP: +20%.

Forgery

SP: INT + PSI, ÷ 20.
FP: +5%.

Geology

SP: None.
FP: +15%.

History

SP: INT ÷ 10.
FP: +15%.

Language: Spoken

SP: INT + 20; native language.
SP: INT + 10; second languages.

Language: Written

SP: INT + 10; native language.
SP: INT; second languages.
FP: +10%.

Law

SP: None.
FP: +15%.

Mechanics

SP: DEX + INT, ÷ 20.
FP: +15%.

Medical

SP: INT ÷ 10, + 20.
FP: +10%.

Medical Doctor

SP: None.
FP: Not applicable.

Occult

SP: None.
FP: +15%.

Parapsychology

SP: None.
FP: +10%.

Pick Locks

SP: DEX ÷ 10.
FP: +5%.

Pick Pockets

SP: Dexterity.
FP: +5%.

Pilot Aircraft

SP: None.
FP: +15%.

Research

SP: INT + PSI, ÷ 10.
FP: +10%.

Ride

SP: DEX + PSI, ÷ 10.
FP: +15%.

Sciences

SP: None.
FP: +10% or +15%.

Survival Techniques

SP: INT + WIL, ÷ 20.
FP: +10%.

Swim

SP: DEX ÷ 10.
FP: +15%.

SCUBA

SP: None.
FP: +10%.

Track

SP: None.
FP: +15%.

Common Skills Listing**• SENSES****Listen**

SP: PSI ÷ 2, + 15.

Observation

SP: PSI ÷ 5, + 20.
FP: +5%.

Scent

SP: PSI ÷ 10, + 5.
FP: +10%.

Taste

SP: PSI ÷ 10, + 5.
FP: +10%.

Touch

SP: PSI ÷ 10.

• PHYSICAL**Climb**

SP: STR + DEX, ÷ 5, + 20.
FP: +5%.

Deftness

SP: DEX ÷ 10, + 10.

Hide

SP: DEX + PSI, ÷ 10, + 20.

Jump

SP: STR + DEX, ÷ 5, + 20.
FP: +5%.

Stealth

SP: DEX + PSI, ÷ 5.

Throw

SP: DEX ÷ 5, + 20.

Using the Attributes

Numerous situations will arise where an action being attempted by a character will not fall under the definition of a particular skill. When this happens the nearest related skill, suitably modified, may be used; see GM's notes.

At other times the use of a skill, modified or not, will be inappropriate. In these cases the character's Attributes are used to determine their chance of success.

The attributes define the character's limits, most notably their physical capabilities. How much a character can carry, how long they can march without rest or if they can find the correct solution to a crossword puzzle will not be of importance in every game. For the times that they are the following guidelines should be used.

Each attribute is taken in turn. Where necessary the earlier definitions are expanded on, followed by examples of the uses of each attribute. Both the GM and players must take care not to become too dependent on using the Attributes as substitutes for actual skills.

STRENGTH

Use the following limits whenever a character is trying to carry or lift something.

Carrying: STR divided by 2, round down, gives the weight in pounds (lb.) a character can carry without feeling it to be too much of a burden.

For a character with STR: 50 this is twenty-five pounds, about the weight of a rather large load of shopping, or standard British army field kit (without rifle).

The maximum a PC can carry for any time is a burden in pounds equal to their STR attribute. When carrying loads above this limit a STR roll on the Resistance Table (or using the Resistance Roll Formula,) page 14, must be made.

STR is the active attribute, the weight (in pounds) is the passive attribute.

If the roll is failed the load is too much, the character will begin to tire, stagger off to one side, collapse, or simply be unable to move. The exact effect will depend on how much the roll is failed by, and is determined by the GM.

How the load is being carried will modify the roll, or could mean that a roll will not be required. It is a lot easier to carry a burden in a backpack than in a pair of carrier bags. A correctly packed rucksack will enable a character to carry up to twice his STR, in pounds, without having to roll to see whether he can carry the load.

The maximum a character can attempt to carry for any distance is equal to their STR multiplied by 2.

Lifting: This is somewhat different to carrying. Lifting assumes that the character just wants to shift the load from its present position. This could be anything from lifting a heavy desk to one side or moving a washing machine from one room to another.

The rolls are made on the Skill Resolution Table, with a results area required, depending on the load involved.

A character can automatically lift a load up to their STR multiplied by 2, in pounds. The maximum a character can attempt to lift is STR multiplied by 6.

The table below details the results areas required.

Strength Table - Lifting

STR x 2:	Automatic lift.	
STR x 3:	A to E.	-10%
STR x 4:	A to D.	-20%
STR x 5:	A to C.	-40%
STR x 6:	A to B.	-80%
(Weight, in lbs.)	(Skill modifier)	

An overburdened character will be limited in the performance of certain skills, GM's choice. Normally this will not be a problem, but if a modifier to the skill is required use those listed above.

Hanging On: A use that emerged during play-testing is the character's "grip". A character was clinging to the underside of an airship, not climbing, just hanging there with the wind whistling past his ears.

The GM called for a STR roll (+20% modifier) to see if the PC could keep hold as the dirigible plunged into a dive.

NB: Had the PC's Climb skill been higher, it would have been used instead.

ENDURANCE

The primary use of END is covered in the Combat rules. There are many other threats to a character's health than the obvious physical ones. How a character copes with poison, disease and sheer exhaustion can often be very important.

Poisons are quite simple. A *potency* is assigned to the poison and is matched against the PC's Endurance on the Resistance Roll Table. If the END resists the poison there will be no effect.

Optionally the GM might apply a lessened effect; a successfully resisted poison might cause unconsciousness or extreme nausea for a while.

A poison can be neutralised or countered, by prompt use of Medical skill, administering a prepared antidote, or the use of certain Psionics. A successful Medical skill roll will normally cause the poison to have its least potent effect, or neutralise it altogether.

Surviving being poisoned in "real life" is never as simple as, "You resist the poison, there is no ill effect!"

A description of swellings, nausea, itching, rashes, blurred vision, headaches and dulled hearing will serve to enhance the game. If a character has been poisoned, encourage the player to act it out.

Diseases are similar to poisons, they have a *potency* (the strength at which they "infect" the sufferer). The GM must decide whether the PC has come into contact with a disease and then assign the chance they have of actually contracting the disease.

Once the PC is infected they resist the disease in the same way as a poison.

Medical skill will either totally cure a character of the disease (the cure might take several days), or allow the afflicted character to function (perhaps at penalties to both skills and attributes). The exact effects will depend on the nature of the disease.

Examples of poisons and diseases are given in the **Bestiary** section.

Stamina: If a STR of 46 means a PC can carry a maximum load of 92lb., how long can they carry it for?

END, rather than Strength is the governing factor. What the load is, and how it is carried are others. It is fairly easy to walk all day with a backpack, but carrying several plastic bags worth of shopping can quickly cause fatigue (and bad temper.)

Some basic ground rules are helpful. In LARP a character is capable of END divided by 10 (drop fractions) hours of continuous hard labour.

The average character, with END 50, can manage five hours of back-aching toil before total exhaustion sets in. When the halfway mark, in this case two and a half hours, is reached the character will be extremely tired.

The labour in question is assumed to be of a steady, plodding and repetitive variety. If the task is both strenuous and varied the time is halved.

A marathon, for example, is twice as exhausting, giving an average of two and a half hours of distance-running for total endurance; one and a quarter hours to extreme fatigue.

After the basic limit for "strenuous activity" is passed the PC must roll under their END on D% to keep going. The GM will modify the roll to reflect the circumstances.

The simplest way is to decide on an initial modifier and double it for each hour, half-hour or even ten minutes the PC insists on pushing themself.

Example: Stamina

The following example gives a very detailed account of the use of END, to fully demonstrate the application of these rules. On most occasions this level of complexity is neither required or desirable.

A character (STR 46) is carrying a pack weighing 110lb.. This is over the STR x 2 threshold, but as the load is in a harness the GM rules that it falls into the STR x 2 area.

The PC begins walking, he has to march without rest, hurrying to arrive at a village in need of the medical supplies in the pack.

He has an END of 56. After five hours of near continuous marching he is at his limit.

The weather is calm and clear, a cool evening in mid-spring. The GM rules that the first roll should be made at a "0" modifier; straight END. And that a roll should be made every half-hour of travel (roughly every two miles).

When the PC fails to make the required roll the GM decides the effect, based on how much the roll is failed by. In this case the GM decides that if the PC fails by more than his half his character's END (28) he will come to an exhausted halt.

The first roll is a "62." A fail, but the degree of failure is under half the PC's END. The GM tells the player that he only managed a mile in that half-hour; and that the next roll will be a modifier of +10%. A "36" is rolled, modified to "46," which is under END. The PC keeps going.

The third roll is at a +20% modifier, in addition the GM decides that it starts to rain, making for a +25% modifier in total. The player rolls a "50," modified to "75." Failed, but by an amount under half END. The GM informs the player that his character has slowed to a snail's crawl.

The next modifier, if the previous were doubled, would be +50%. The GM decides this is too high, and settles on +40%. The player rolls an "82," modified to "122."

Failed by "66," which is over half the PC's END. The PC stumbles to an exhausted halt, too weary to move.

Rest: How long will this character need to rest? A good night's sleep will work wonders on most people, a hot bath or a decent meal can have incredible restorative affects. This is without considering the use of more exotic stimulants.

The GM should judge how long it will take for a character to recover. The baseline to use is one hour of waking rest to every two hours of exertion. Remember that characters do actually need to sleep. Sleep is twice, to three times as effective as waking rest.

In the previous example the PC walked for two hours past their "limit." After an hour's rest they will have recovered back to their limit. After one hour of rest they will be able to walk for two hours before reaching the END limit again.

At some point a character will simply be so exhausted that they will have to sleep. When this occurs depends on what the PC is doing, and how much "waking" rest they allow themselves.

Staying awake. If, after twenty-four hours, a character wants to remain awake, and the GM feels that they might be so tired they could have no choice in the matter, use END as a base for a percentile roll.

Thus, after a day of light labour: END x 2.

After moderate labour, with a few hours rest: END x 1½.

After a full day's hard toil: END x 1.

Each day without sleep should reduce the chance of being able to keep going, in a similar fashion to the guidelines for Exhaustion.

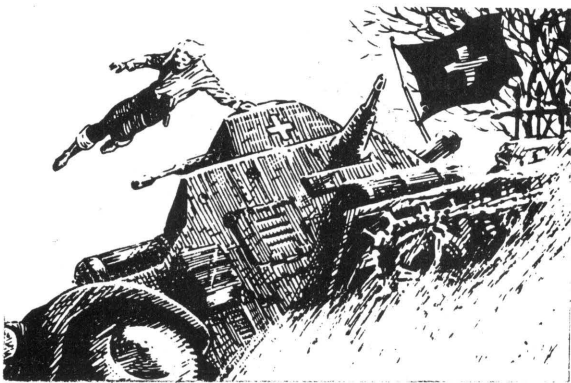
Stimulants, such as coffee or even a splash of cold water, will help keep a character awake. However, their usefulness decreases with time. Prolonged use of any stimulant will result in a diminished effect.

DEXTERITY

Dexterity is one of the attributes most frequently tested. In situations where Climb and Jump do not cover the circumstances DEX should be used.

If a PC fails a Climb roll and his frantic "correction attempt," and promptly plummets down the side of a building, allow him a DEX roll (DEX or less on D%) to see if he can tumble in mid-air towards a projecting pipe or balcony. Depending on how high up he is he might get one chance, or several.

Opening doors without letting them creak, light footing it across a rickety bridge over a canyon, walking or running on ice, or trying to do two things at the same time can all be resolved using a DEX roll.



INTELLECT

There will be times when the players are totally bewildered by a situation. This should not happen too often, but when it does the GM will be able to give them a nudge in the right direction through the use of an INT roll. Alternatively a player might request such a *hint*, if he thinks that his *character* should be able to come up with an idea, even when he, the player, cannot.

It often happens that the PCs have skills and knowledge that their players do not. INT governs how well that knowledge can be applied in situations where the PCs would realise the potential of their skills, but the players do not.

In these situations the GM will roll D%, using the PC's INT as a base. The Results Area will determine how good (or bad, if failed) the idea is, and how much of a hint (or, possibly, misguidance) the GM can give the players.

INT rolls can rapidly become a poor substitute for thought and imagination on the players' behalf.

Each PC should be restricted to a number of INT rolls, per day or scenario, equal to their INT divided by 10; the number of *Idea* rolls will give the PC a guideline on how many times he can call for "divine inspiration."

For example, some characters are stood at a deep ravine, too wide to leap, in the midst of a forest of young saplings. The Disruptors are only on hour or two behind them. None of the trees are large enough to bridge the gap. Inspiration fails the players.

The GM notes that there are two PCs that have Mechanics skill, and one that has Crafts: Weaving, as a minor "hobby" skill.

The GM makes three INT rolls:

The first is a fail, by 43%, for one of the "Mechanics." The GM passes a note to the player, which explains that his character thinks he could construct a catapult, out of the saplings, which could hurl people across the canyon.

The other "Mechanic" makes his roll, area D. His comment is that the saplings are strong enough to bear the weight of anyone in the group.

The "Weaver" succeeds, getting a B Result, and excitedly announces that strips of bark could be used to make a rope...

After much discussion the players finally come up with a "rope" of saplings tied together with bark strips. They use a simple catapult (two springy saplings at the canyon's edge) to hurl the stone-weighted and wood-barbed end of the rope over the canyon.

WILLPOWER

When all else fails, turn to Willpower.

If a character is attempting something beyond their normal limits, use a WIL roll. This can be anything from staying awake, when END dictates that you must sleep, to gathering the courage to speak in public, if the character is shy.

There will be occasions when a character will want to exceed their physical limits. A character may find himself in the situation of trying to heave to one side a weight in excess of their STR times 6. Or he may want to be sure of lifting a less heavy burden.

In these circumstances allow a WIL roll to improve the normal performance of their character. Roll D%. If the PC rolls their WIL or under, add the Percentile Modifier, from the Skill Resolution Table, to the attribute or skill being "used to extreme limits." Alternatively use the Results Areas to moderate the effects (GM's interpretation).

A failed WIL roll should have no ill effect, but can be used as an indication to the player of how much the character feels like giving up.

PSI-RATING

The many uses of PSI are detailed in the chapter on Psionics.

All players should be aware of PSI as a rating of their character's feeling of "total well-being."

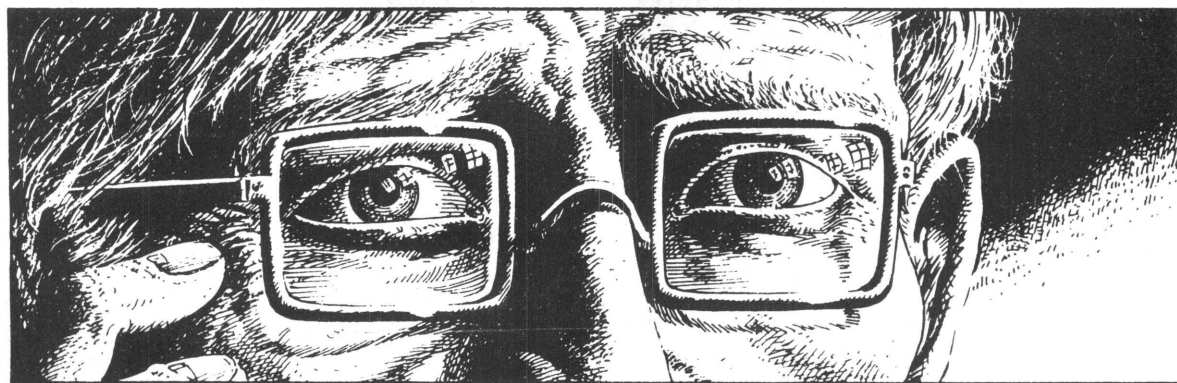
General questions by players, such as, "How do I feel?" When they have just learnt or seen something startling or shocking. Can be answered by a PSI roll. The lower the roll, the more keenly the PC feels the implications of what they have just done or witnessed.

Some people are so thick skinned (low PSI) that nothing will affect them. Others are very sensitive, being ruled by their passions.

PSI is also used to determine the effect of *psychic phenomena* on the character.

In certain circumstances the GM might rule that only PCs with a PSI of 30 or above can witness a *ghostly* apparition, or be sensed by a poltergeist and singled out for its attacks. In these cases having a low PSI can be a positive advantage.

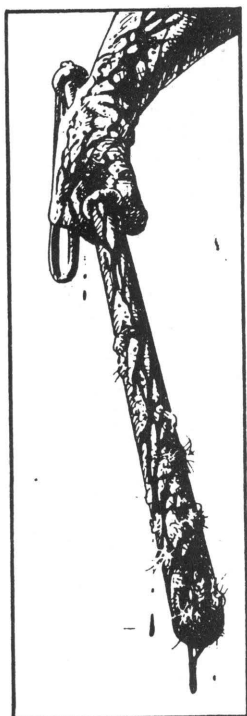
On rare occasions PSI can be used in similar fashion to INT; with the PSI roll indicating the PC's *hunch* about a situation, rather than their reasoned ideas.



USING
THE ATTRIBUTES

32

USING
THE ATTRIBUTES



Combat



There are few areas in role-playing which receive more attention from the players, and cause more difficulty for the GM, than that of combat. This is understandable, after all the Player Characters are risking life and limb, and in LARP it is all too easy to lose either.

The basic idea of combat is quite simple. You try to hit your opponent, they try to hit you. Being hit means that you take damage. If you take too much damage you fall unconscious or die.

Fighting in the Adventures of Luther Arkwright is a lethal business, as it is in reality. The rules are designed to simulate this, although several concessions to *playability* have been made.

Foremost is the time it takes to recover from injury. A player is not going to enjoy surviving a desperate fight, only to have their character laid up for several months, recovering from injuries.

Next there is the question of *playing style*. The player characters are the focus of the game, there is little pleasure to be had from the death of a PC (though perhaps some heavy irony) due to a stray bullet in the middle of an inconsequential melee.

When characters die, as they sometimes will, it should be locked in combat with a worthy opponent: centre stage, so to speak. This is not to say that minor NPCs will be unable to seriously injure or kill a player character. Or that the player can rely on this *charmed life* factor to see them through: attempting an all out charge against an NPC armed with a sub-machine gun will usually prove fatal.

The following rules describe a comprehensive system for resolving combat. Guidelines for complicating or simplifying them to suit the taste of players and GM are given in the GM's section.

Combat Overview

The following briefly outlines the major combat rules and ideas, each is explained later in further detail.

Combat Round

Each combat is broken down into a number of Combat Rounds (CR). Each Combat Round is further divided into the number of **Actions** every character in the combat has, see the DEX attribute.

The people involved in the combat are usually placed on two sides. The PCs and their allies on one side. The PCs' enemies (and everyone else) on the other.

The Combat Round follows the same basic pattern for each combat.

1 • Who gets to attack first is decided, by the **Initiative** roll.

2 • The side which wins the Initiative [Side A] attacks first. Using a number of Actions based on the Initiative roll.

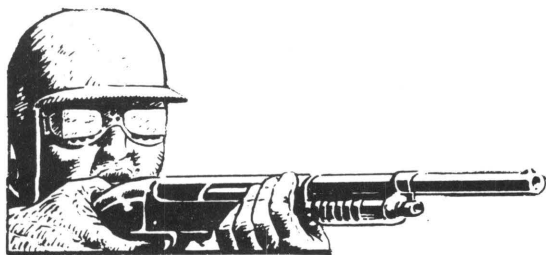
These Actions are used to make attacks, or for whatever else the PC or NPC tries to do. During this time side which lost the Initiative [Side B] can only use their Actions and **Automatic Responses** to either Parry or Dodge the winning side's attacks.

3 • When all the Actions won by Side A's Initiative roll have been used the remaining Actions are used turn and turn about.

With the Initiative passing to Side B, then to Side A and so on.

This continues until all the remaining Actions have been used.

Note: A PC or NPC that has used all their Actions can still make up the five Automatic Responses (Dodge and Parry) to attacks.



Combat Skills

As part of character creation the player can choose to use Life Points to purchase experience in the use of a number of weapons and martial arts skills for their character.

Certain attack forms, such as punching and kicking, have a common starting percentage.

Most primitive weapons, or weapons where the concept behind their use is simple, can be used at a basic percentage. Complex weapons, such as a shoulder launched rocket, cannot be used at all.

Although in certain cases a quick reading of the weapon's instructions, or observation of it in use, will grant the character a minimal skill in it's use.

A character's combat skill rating is their chance to hit, and parry where applicable, with that attack form. In addition a number of combat skills have sub-skills.

Combat sub-skills are usually a refinement of a particular skill. Such as the bone-breaking sub-skill used in hand-to-hand fighting. Training in disarming techniques with a sword, or the ability to quick-draw with a hand-gun are two other combat sub-skills.

Such skills are usually learnt, or taught to, those with occasion to use them. GMs should look carefully at the rationale behind a PC's combat skills and how they came to have them.

It is amazing the number of *ninjas* and *embittered ex-special forces' agents* a role-playing campaign can collect.

Being Hit

If a character fails to avoid a successful attack they are hit, and may take damage.

Depending on the amount of damage taken, the type of attack, or if the character is wearing armour, it may be necessary to determine where they have been hit.

First a roll is made to see how much damage they take. Different attack forms do different amounts of damage, modified by the **Damage Multipliers** on the Skill Resolution Table.

If the character is wearing armour, and is hit on an armoured location, the armour may absorb some, all or none of the damage. In this case, of course, a further roll must be made to see where the blow landed. See Hit Locations.

Damage

Any damage taken is subtracted from the character's Hit Points (HP); a figure equal to their END. If a character takes too much damage they may fall unconscious. If their HP total falls to zero or below they are dead.

If a character takes damage equal to or greater than half their END from a single attack, they must roll under their END or take additional Critical Damage to a specific location on their body.

If the END roll is failed a further roll is made to determine where the blow landed; unless the attacker was aiming for a specific Hit Location. As well as the normal damage being critically hit also has additional affects. See the section on Hit Locations, page 62.

Ending Combat

Combat lasts until both sides wish it to stop, or one side is totally vanquished; either dead or fled or otherwise rendered unable to fight.

Recovery from Injury

After combat immediate first aid, and taking a few deep breaths, can restore a small amount of damage. More serious wounds require increased medical attention and time in which to recover.

See the section on Injury and Recovery, page 70.



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The Combat Round

A character has a certain number of Actions, based on their DEX, per Combat Round (CR). The Initiative Roll determines how many Actions the winning character can use, for attacks or other actions, before his opponent gets to do anything other than respond to any attacks.

The Combat Round is a rather strange unit of time. It is defined as being ten seconds in length, on average, but should be treated as an *elastic measurement*; stretching from 5 to 20 seconds.

The reason behind this is that Actions (Acts) are used to cover a variety of things; including swinging punches, firing weapons, opening doors, running or walking or climbing a set distance, and using non-combat skills in the midst of a fight.

The average character has a DEX of 50, giving them 5 Actions per Combat Round.

For example, two characters, both with 5 Acts per round, trade five punches between each other (ten punches in all), and either dodge or block (parry) their opponent's blows (a total of ten automatic attack responses).

This can take between five and twenty seconds, depending on the skill of the combatants.

To run across a thirty foot wide yard, dive for cover behind a low wall, draw a hand-gun, and fire two shots (activities totaling 5 Actions), can take between ten and fifteen seconds.

Both examples take one Combat Round to perform, for a character with 5 Acts per CR.



Automatic Responses

A character, in responding to an attack, can make either a Dodge or a Parry, these responses do not take an Act to perform.

A character can only make a maximum of five Automatic Responses in one Combat Round. This means that a character attacked by more than one opponent will eventually have to use Acts to defend himself.

A character surrounded by four or more foes is swiftly going to find himself in dire straits.

Initiative

Who gets to act first in a fight can often decide its outcome. Once this is decided the person with the initiative will then want to know how many attacks, or other actions, they can attempt before their opponents get to attack them.

Each side in the combat rolls a 1D10. There are usually only two sides, the PCs and their opponents.

The side with the highest dice roll has won the initiative for that Combat Round. In the event of a tie, either reroll both dice, or the side that has the character with the highest DEX gets to go first; with one Act of initiative.

The number of Actions the winning side gets is calculated by subtracting the losing from the winning roll. Some GMs may set a limit on the number of Acts that can be won by an initiative roll.

Obviously a side which wins Initiative by a roll of 10, against a roll of 1, will have 9 Actions before Initiative passes to the opposing side. Most PCs will not have 9 Actions; the usual human maximum is 7 Actions. This simply means that the winning side will have the option of using all their Acts before their opponents may attack them in return.

How many Actions the members of the winning side use before letting initia-

tive pass to their opponents is up to each individual character.

A character can opt to use all, some or none of the Actions available to them.

Of course, if a character has used all their Actions they are unable to actively defend against an attack and must rely on the Automatic Responses of Dodge and Parry.

So it becomes a matter of judgment for the players as to how many Acts to hold in reserve.

Once initiative is passed over the remaining Acts are taken turn and turn about.

For each Act in which two or more characters on the same side are making an attack, or doing anything else, the character with the highest DEX moves first, then the character with the next highest DEX and so on.

Example,

A player and the GM roll for initiative in a combat. The PC, Jason, has 4 Acts, the NPC he is fighting also has 4 Acts.

The player rolls a 6, the GM rolls a 4. Jason wins an advantage of two Actions, and attacks the NPC twice. The NPC uses the Automatic response of Dodge, which does not take an Act to use, to avoid each blow.

Initiative then passes back and forth as follows.

The NPC attacks [*first Act*] • the blow misses.

Jason attacks (third Act) • the blow hits, but the NPC Dodges successfully.

The NPC attacks [*second Act*] • Jason fails to Dodge the blow and takes damage.

Jason attacks (fourth and last Act) • the NPC also fails to Dodge, and takes damage.

The NPC attacks [*third Act*] • the blow misses. Jason has no Acts left, so initiative remains with the NPC.

The NPC attacks [*fourth and last Act*] • the blow hits, Jason fails to Dodge and takes a further injury.

If there were two PCs attacking the NPC the Combat Round would take place as detailed below.

The first PC, Pauline, has a DEX of 54 and 5 Acts per CR.

The second PC, Jason, has a DEX of 47 and 4 Acts per CR.

Initiative is rolled for. The players roll a 6, the GM rolls a 4. The players win an advantage of two Actions, and attack the NPC twice each. The NPC uses the Automatic response of Dodge, which does not take an Act to use, to avoid each blow.

Initiative then passes back and forth as follows.

The NPC attacks Pauline [*first Act*] • the blow misses.

Pauline, the PC with the highest DEX, attacks (third Act) • the blow hits, but the NPC Dodges successfully; he has used a total of five Automatic Responses so far.

Jason attacks (third Act) • the blow misses. So the NPC does not have to make any Response.

The NPC attacks Jason [*second Act*] • Jason fails to Dodge (1st Auto Response) the blow and takes damage.

Pauline attacks (fourth Act) • the NPC cannot Dodge - unless they use an to do so; see later. The NPC is hit and takes damage.

Jason attacks (fourth and last Act) • the NPC uses an Act [*third Act*] to Dodge. He succeeds, the blow misses.

The NPC attacks [*fourth Act*] • the blow misses Pauline.

Pauline attacks (fifth and last Act) • the blow hits, the NPC has no Acts or Auto Responses left, so he is hit and takes further damage.

All the combatants have used their Acts, so the present Combat Round ends.

Initiative is rolled for the next CR...

Surprise

A surprise attack has several advantages. The character, or characters, attacking with the benefit of surprise automatically get Initiative.

The characters being attacked may be so surprised that they cannot make any attacks of their own that Combat Round.

The GM will decide whether or not an attack is made with surprise. Those that qualify will involve the previous use of skills like Camouflage, Hide and Stealth. A character who moves silently up behind a foe, then strikes him from behind, is attacking with surprise.

The side attacking with Surprise automatically has the option of using all its Actions before Initiative passes to the *surprised* side.

In addition a 1D10 is rolled, the result is then subtracted from the *surprised* side's Actions. A *surprised* person or side cannot use the Automatic Responses of Dodge or Parry for the **FIRST** surprise attack, or other Action, made against them.

This can mean that the *surprised* side will sometimes have no Actions at all; and will only be able to make Automatic Responses during the first Combat Round.

For example, a single ZeroZero agent springs from the shadows behind four guards. His Stealth roll was successful, which means that none of the guards have noticed that he is there. The ZeroZero agent has 6 Actions.

The GM rolls a 1D10, getting a 6. The guards have their Actions reduced by 6 each. With the result that none of them have any Actions in that CR.

The ZeroZero agent spends his first two Acts on a Jump Kick, which carries him into the midst of the guards. He knocks out the person that he kicks. Then he lays about him with his sword. Hitting each of the three remaining guards with a blow to which they can make no response, because it is the first attack made against each of them. Two more are killed, and the ZeroZero agent has one Act left.

He strikes once more at the remaining guard. The guard, however, can now use Dodge or Parry, as an automatic response to the attack, and manages to Dodge the attack.

It is now a new round, initiative is rolled as usual, the fight continues...

Actions (Acts)

Whilst in combat everything a character wants to do is governed by Actions. Simply put every separate thing that a PC attempts to do in combat constitutes an Action. Trying to do something complex may take two or more Acts.

Definitions of the most common Actions and the Automatic Responses (Dodge and Parry) follow. In all situations the GM's ruling on how many Actions it takes to do something is final.

A character may only use as many Actions, per Combat Round, as he has available. Wounding and other factors may reduce the number of Actions a character has.

Unused Actions can not be carried over to the next Combat Round, and a character cannot borrow Actions from the next combat round.

Common Actions

Attack
Dodge ■
Parry ■
Movement

■ These are Automatic Responses. The use of an Act to Dodge or Parry improves the character's chance of avoiding the blow.

ATTACK

Most attacks take a single Action to perform. Although a cumbersome weapon may take two or more Actions to use. Attacks taking one action include blows with a fist, foot or hand-held weapon.

Firing a single shot, or short burst, from an automatic weapon also takes one action.

Refer to the Combat Tables for the number of Actions it takes to use each weapon; page 75.

A complex attack, such as attempting to place an opponent in an arm-lock, will take an additional Action. The circumstances of the fight will also have an effect, as will the actions of the opponent.

DODGE

Dodge Skill has a Starting Percentage equal to half the character's DEX, round down.

Martial Arts modifiers to Dodge are detailed in the combat skills section, page 45.

A character has the same chance of "dodging" all forms of attack — Hand to Hand, Hand Held Weapons and all Projectile Weapons.

Whilst this does not reflect the *actual* difference between ducking a swung fist and skipping to one side of a bullet, it does result in PCs enjoying a longer game-life.

Circumstances may modify the Dodge roll, as noted on page 42.

Once the Dodge percentage has been calculated percentile dice are thrown.

If the roll is made the blow is avoided, and no damage will be taken.

If the roll is failed, the blow has hit and damage is resolved as normal.

It does not take an Act to Dodge, the response is automatic. However, as previously stated, a character can only make a total of five Automatic Responses in any Combat Round.

Active Dodge

A character can use an Act to Dodge an attack. This simply gives him two

chances of Dodging one attack. Use of an Act to Dodge also means that, even should the attack succeed, the damage taken is halved.

In certain circumstances, such as a PC with psionically enhanced reflexes being surprised, the GM might allow the player a single attempt to Dodge, using one Act.

This is an exception to the usual rule that no response can be made to the first surprise attack.



HE REALISES ...

TOO LATE ...

TRIES TO EVADE...

TOO LATE ...

PARRY

To Parry successfully the character has to roll under their percentage in the Combat Skill being used to block the attack.

If the roll is made the attack is parried and no damage is taken. Of course, the parry must be possible. It is no use trying to parry a bullet with knife, or trying to shoot aside a sword-blow.

Attempting to parry *slow* projectile weapons, such as striking aside a spear with a sabre, can be attempted at half the normal chance. *Fast* projectiles, such as arrows can be parried at one-quarter the normal chance; if the GM allows the attempt.

Bullets, and other *super-fast* projectiles, cannot normally be parried. Although an incredibly skilled character might have some slight chance, at the

GM's discretion.

Parrying is an Automatic Response, and does not take an Action to perform.

Active Parry

As with Dodge, the use of an Act to Parry gives the parrying character two attempts at blocking the blow. In addition, even if the Parry is failed any damage taken is halved.

A number of *special* parries can be attempted, if the character has the required martial arts skill; see the combat skills listing for the specific rules.

In each case only one Parry attempt is allowed, taking one Act, if it fails the character is hit as per normal (damage is **NOT** halved), if the Parry succeeds the special effect is applied.

NB: A character could be using a mis-sile weapon, such as a bow or a rifle, when they are attacked Hand-to-Hand. An attempt to Parry the attack with the bow or rifle would be based on the character's skill with a Club.

MOVEMENT

Most movements can be combined with another type of Action. This combined movement will allow the character the potential to fire a weapon, replace a spent magazine, use a radio, or any other feasible activity whilst moving.

However, the type of movement, especially its speed, will modify the other Action.

Some attacks will, by their nature, involve movement. A certain amount of moving for position is inherent in hand to hand combat.

Walk: A character may walk up to ten feet in an action. Any hand to hand attack may be attempted, with no modifier. A projectile weapon will usually suffer a -10% modifier, but some weapons may have a larger modifier.

For example, it is very difficult to fire a long bow accurately whilst walking (-20%).

Trot: This is double-time, or a very fast walk. An Action at a trot will cover twenty feet.

Hand to hand attacks will take place at a -10% modifier.

Projectile weapons suffer a -20% modifier; some may become impossible to use.

Other skills suffer a modifier decided by the GM.

Run: This is as fast as a character can go and still hope to do something else. A run will cover thirty feet in an Action.

Hand to hand modifier, -30%.

Projectile weapons modifier, -50%.

As before some attacks, even hand to hand ones, may become impossible, the GM will decide.

Other skills will usually be impossible to use.

Sprint: This is running all out, the character will cover fifty feet per Action, more on a level surface and if the character is but lightly burdened. The maximum is seventy feet per Action.

If the exact distance covered per Action is important a DEX roll can be made:

Result Area

A: 70 feet per Act

B: 60 feet per Act

C: 50 feet per Act

D: 40 feet per Act

E: 30 feet per Act

Fail: by 01-40%, as Trot, character travels only 20 feet.

Roll failed by 41%+, character trips and falls over.

Climbing: Attacks will usually be impossible whilst climbing. The GM will decide a basic distance per Action that can be climbed.

A ladder, or surface with many handholds, can be climbed at a maximum of ten feet per Action. A smooth surface, with few handholds, can slow a climb to a mere two feet per Action.

Swimming: Whilst fighting in water the GM should require the characters to make one Swim roll per round, taking one

Act, to see if they manage to stay afloat (or in control of their position if underwater).

All underwater attacks are made at a -20% modifier, however, SCUBA skill will reduce this modifier by the percentage rating of the skill. (NB: a positive modifier will not be gained if a character has SCUBA of 21% or higher. The negative modifier is simply reduced to zero.)

A character can swim two feet per Act and attempt an attack, where possible (GM's ruling.)

A character can move a maximum of ten feet per Act whilst swimming; nothing else may be attempted when swimming at this speed.

Other Movements: Firing whilst in mid-Jump, fencing whilst hanging upside down from a chandelier, shooting whilst driving a vehicle can be combined in a single Action at the GM's discretion.

Driving or piloting a vehicle and attacking simultaneously, usually with projectile weapons, is a fairly common occurrence in LARP.

One Drive or Pilot roll will be required each round to keep the vehicle on course. This uses an Action which is considered to cover the rest of the round.

Additional Drive rolls will be called for if the PC wishes to attempt Actions such as sideswiping, ramming, quick turns or other fancy manoeuvres. Each will take one or two Actions.

Weapons designed and fitted to a vehicle for use whilst in motion will usually fire at no modifier, and the trigger will usually be set in a place which does not interfere with the driver's control of the vehicle.

If this is not the case the GM should bear in mind:

1 • The speed the vehicle is travelling at and the terrain it is travelling over or through.

2 • The relative direction the vehicle is travelling in compared to that of the target. It is a lot easier to fire at something

straight ahead, than to the side, and most difficult of all to fire behind you.

3 • The type of weapon being used. Larger weapons are harder to hold steady when in motion.

OTHER ACTIONS

The characters will often want to speak whilst fighting. A conversation with a Disruptor Knight, as a PC matches him rapier to rapier across the rooftops of Paris, can be handled "over the top" of normal Actions.

The elastic nature of the CR will come into play here, a player should not be stopped from a particularly witty, or stirring, comment in the midst of battle just because it takes too long to say.

When using other skills in the middle of a combat an Action per skill use is normally quite acceptable. If a character is doing something that will take a few Combat Rounds, such as picking a lock, their spare Actions should be reduced to one or two per CR. The GM may further limit what the PC can use these Actions for.

Reloading weapons will usually take an Action. In which the character can also Move or make an Active Dodge.

If they are attacked whilst reloading the PC should make a roll under DEX, to see whether they manage to do both things at once. Moving or Dodging will take precedence over reloading, unless the player wants it otherwise.

Similarly drawing, or readying, a weapon will take an Action. A character can try to ready and use a weapon in the same Act. To do this a roll under DEX must be made. If the roll is made the weapon can be used in the same Action, at a modifier of -20%.



KLIK

Modifiers to Actions

The GM will decide which modifier is applicable. In situations where two or more might apply choose the lowest modifier. The players may complain about this, but remind them that the same will apply to their opponents.

ATTACK

Target is surprised, or unaware of the attack: +30%.

Attacking from behind, or target unable to see the attack: +20%.

Target is stationary, or unable to move: +50%.

Target is restrained, but still struggling (eg. Grappled): +20%.

Target is moving — walk: no modifier.

— trot: no modifier.

— run: -10%.

— sprint: -20%.

— swimming: -10%.

DODGE

Dodging whilst restrained: -20%.

Dodging in a confined space: -10%.

Movement is slowed: -10%.

Dodging whilst prone, or climbing: -10%.

PARRY

Parry whilst restrained: -20%.

Parrying whilst prone: -10%.

(For Cover & Concealment, see page 68.)

Combat Skills

Combat Skills can be purchased as part of Character Creation. All characters start off with the same basic proficiency in a number of Combat Skills. These are the *multiversal* skills of Fist, Kick and Grapple.

Characters will also be able to use *primitive* weapons (club, knife, sword, etc.) at a low percentage. These are weapons where the concept behind their use is obvious.

The starting percentages for more advanced weapons can vary from parallel to parallel. The GM will tell the players

what weapons exist on their parallel and which ones they can select.

The choice of weapons open to a character depends on the Cultural Template and the character's background.

Many players will feel the need to have some skill in at least one weapon. This is all very well, but both GMs and players should guard against every single character having either a military background, or being a martial arts expert.

The Warrior Option

Given the vast range of Combat Skills and Sub-skills most characters will be unable to develop them to significant ratings, unless they neglect their other skills.

Depending on the background of the character the GM may decide to grant the player a number of Life Points as a bonus.

These represent the training, due to culture or background, that the character has had in Combat Skills. The GM can, of course, impose limits on what Combat Skills can be chosen, and to what rating they can be increased.

Examples of this would include a standard military bonus of 10 to 20 LPs, representing the Basic Combat Training someone enlisting in the army can expect to get. A further 2 or 3 LPs per year of military life might also be appropriate.



Arkwright was subjected to intensive training in the martial arts and a bewildering variety of ancient, modern and advanced weapons. His Warrior Option bonus is 200, representing just over ten years of extremely intensive training.

The skill definitions are split into three areas:

Hand To Hand — for unarmed combat skills.

Hand Held Weapons — for weapons which are gripped and used to strike at close quarters; such as sticks, swords, and spears.

Projectile Weapons — which covers all weapons which leave the hand, whether thrown or discharged from some device, such as a bow or a gun.

Damage Bonus (DB)

The stronger you are the harder you can hit. Unless otherwise noted all *Hand to Hand* and *Hand Held Weapon* attacks have the Damage Bonus added to them.

The Damage Bonus is calculated by dividing STR by 10, and subtracting three from the result. Fractions are dropped, as usual.

A character with a STR of 55 has a Damage Bonus of 2.

Exceptionally weakened characters and small animals may have a negative Damage Bonus, which reduces the damage done.

In some cases a blow or bite might hit, but do no significant damage because of the weakness of the attacker.

A small deer, with a STR of 25, would have a DB of -1. A butt from this animal would do 1D10 minus 1 damage; a range of 0 to 9 points of damage.

Hand To Hand

There are essentially three ways of attacking in unarmed combat:

Fist — which includes the use of elbows.

Kick — which includes the use of knees.

Grapple — which includes techniques such as body-blocks, throwing and tripping.

The many techniques of unarmed combat are all variations or refinements upon these three basics.

A character begins with the following Starting Percentages:

Fist: 40%

Kick: 30%

Grapple: 30%

These may be increased, like any other skill, by spending Life Points during character creation.

Characters have the further option of buying experience in one or more martial arts. These are treated as sub-skills of the three basic attack forms.

Each sub-skill has a Life Point cost, which will purchase the skill at either a First Point Percentage, or as a one time purchase. In the latter case the skill has no percentage rating, instead its use will normally entail getting a certain Results Area on the Skill Resolution table.

Hand To Hand Skills

Fist

SP: 40%.

FP: None.

Sub-skills: Bone Breaking, Damage, Nerve Strike, Parry Bonus.

A blow with the fist, elbow, or forearm is termed a Fist attack.

Damage: 1D10+DB.

Kick

SP: 30%.

FP: +5%.

Sub-skills: Bone Breaking, Damage, Jump Kick, Nerve Strike, Parry Bonus.

A kick is a strike with the foot or the knee.

Damage: 1D10+DB.

Grapple

SP: 30%.

FP: +10%.

Sub-skills: Body-Block, Bone Breaking, Damage (rare), Nerve Pinch, Parry Bonus, Throws, Locks.

Grabbing, wrestling and any other form of scuffling (eg. head butting) is treated as a Grapple.

Damage: Special; if the attacker is using Grapple to do damage they will inflict 1D10+DB, divided by 2, points of damage. The Grapple roll must be made each Act.

The opponent is not treated as restrained.

Otherwise the Grapple restrains the target, causing their Attacks and other Actions (except Dodge and Parry) to suffer a negative modifier, equal to the Grappler's STR or Grapple skill, whichever is highest.

A successful Dodge or Parry will break free of a Grapple, but the attempt is made at -20%, see page 42.

Once a Grapple has been made the hold can just be maintained, Action after Action, without having to be rerolled.

A character who has successfully Grappled an opponent can attempt to hold them and attack them, ie. "I've grabbed him, now I'll kick him."

This can be attempted on each Action following the one in which the opponent was Grappled. An overlapped roll is made for the Grapple and the Combat skill being used, both Skills are modified by +20%; see page 42.

For example, a PC, Jason, has grappled a Disruptor agent, Bron. Jason attempts to kick Bron, whilst grappling him.

The relevant skills are, Grapple 46% and Kick 68%. Due to Bron being restrained by the Grapple Jason gains +20% to his Kick and Grapple.

Jason rolls to kick Bron, a "48" is rolled on the D%. The Kick succeeds and the Grapple stays in place.

On Jason's second such attack a "72" is rolled. The Kick succeeds, but the Grapple - Jason's hold on Bron - has been lost. Note that the +20% modifier still applies in the Act in which the Grapple is lost.

Wrestling: when a character has Grappled a target they can match their STR against the target's in an attempt to wrestle them to the ground, spin them round and off a cliff, or whatever the GM agrees is possible.

Each such attempt takes an Act. The STRs of the attacker and his grappled opponent are matched on the Resistance Roll table.

If the attacker succeeds his opponent is thrown, spun off a cliff, etc..

If STR vs STR roll fails by 30% or more the attacker loses his hold on his opponent; the Grapple is broken.

The sub-skills of Grapple considerably refine its use.

Hand to Hand Sub-skills

SP: Starting Percentage, if any.

FP: First Point percentage bonus, as per normal skills.

SC: Skill Cost. For sub-skills which have no percentage rating the Skill Cost indicates the Life Points required to buy the sub-skill. This may vary, depending on how proficient the player wants their character to be.

In the case of sub-skills which fall into Results Areas the cost increases with each Result Area purchased.

A maximum limit will also apply to any sub-skill. This will be noted as either a percentage limit or the highest Results Area possible.

Certain sub-skills take two Acts to perform, these are indicated by a ♦ to the side of the sub-skill.

Sub-Skills using Results Areas

These rules apply to sub-skills using Results Areas.

The attack is made as usual, but before the percentile dice are rolled the player must declare their intention to use a sub-skill.

If the roll falls into the required Results Area the effects of the sub-skill are applied.

If the attack still succeeds, but not in the required Results Area, then damage is rolled and is automatically halved (the normal Damage Multipliers are ignored.)

Any exceptions, to the usual combat rules, are detailed in the sub-skill descriptions

Body-Block

SP: 5%.

FP: +10%.

Sub-skill of Grapple.

Body-block overlaps Grapple skill. It is used to slam into an opponent, in an attempt to knock them over.

The target, if successfully *body-blocked*, takes 1D10+DB damage.

They will also fall over unless they make a DEX roll. The target also loses their next Act, whether they fall over or not.

If the Body-Block fails, but the Grapple succeeds, the attacker can choose to have Grappled the target if they wish.

Bone Breaking

SP: None.

SC: 5 to A; 10 to B; 20 to C.

Maximum is C.

Sub-skill of Fist, Kick and Grapple attacks.

The attacker strikes or applies leverage to break, sprain or dislocate, a bone.

It must be purchased separately for each basic attack skill. Purchasing Bone Breaking to Results Area A in Fist and Kick would cost 10 Life Points.

In addition to declaring the use of Bone Breaking the player must also declare the Hit Location they are aiming for; arm, leg, head (ie. neck) or torso (ie. ribs). The basic Hand to Hand skill used is reduced by the to hit modifier for the location.

Attack Succeeds: The Critical Damage effects are automatically applied. Note that the damage done does not have to be over half the opponent's Hit Points.

Damage

Certain martial arts toughen the hands and feet of the people who study them. Others train the student to strike at the body's most vulnerable areas.

In other words the Damage Bonus of the attacker is increased for certain attack forms. These will be Fist or Kick in most cases.

It costs 2 Life Points for each point added to the DB. So to increase the DB by three points will cost 6 LPs. The maximum increase to the DB is five points.

Note that the increased damage must be purchased separately for each basic attack skill.

Dodge Bonus

By training in balance and posture, together with practice in avoiding attacks, a character gains a bonus which is added to their Dodge skill.

FP: +10%.

Additional Life Points increase the bonus as if it were a normal skill.

◆ **Jump Kick**

SP: None.

FP: +15%.

Maximum is half the Kick skill.

Sub-skill of Kick.

Jump Kick overlaps Kick. This is also known as a Roundhouse Kick, the attacker executes a short jump or whirl to add greater force to their kick. The resulting blow, if it lands, does more damage.

Attack Succeeds: The Damage Multiplier is increased by 1. This attack takes an additional Act to perform.

Nerve Strike or Pinch

SP: None.

SC: 10 to A. 15 to B. 25 to C.

Maximum is C.

Sub-skill of Fist, Kick and Grapple.

The attacker strikes, or applies pressure if grappling, to one of the many nerve clusters or sensitive areas of the human body.

As with Bone Breaking the character must declare a Hit Location. Torso hits are made at -10% when using a nerve strike.

Attack succeeds: Target automatically loses their next Action.

Location Effects.

Head: Target must make an END roll at -20%, if failed they pass out.

Arm and Leg: As per normal Location Effects, except that the END and DEX rolls are made at -20%. Use of the limb will be regained in 1D10 Combat Rounds.

Other Location effects are resolved normally.

Nerve Lock: usable only when overlapping a Nerve Strike with a Grapple.

The attack is made as normal. If successful the target takes no actual damage. Instead they are held, as per the Locks sub-skill, and lose 1D10 Acts per CR.

A Nerve Lock is usually extremely painful. If the target wants to struggle they must make a WIL roll at -30%. If they succeed they can try to counter the hold, the usual Grapple restraint modifier applies.

Parry Bonus

A character can train in blocking and turning aside blows, kicks and attempts to grab them.

Characters with this sub-skill can attempt normally impossible parries, such as deflecting or even catching a bullet.

The Parry Bonus is a sub-skill which added to Fist, Kick and Grapple parries, and does not have to be learnt as a separate sub-skill of each basic attack skill.

FP: +10%.

Additional Life Points increase the Parry Bonus as if it were a normal skill.

The maximum Parry Bonus is equal to half the skill being used to parry.

Example, a character could have a Parry Bonus of +30%, but if he has a Kick skill of 40%, and attempts to Parry with a kick, the Parry Bonus is restricted to +20%; giving a final Parry chance of 60%.

◆ Throws (and Trips)

SP: 5%.

FP: +10%.

Maximum of Grapple minus 20%.
Sub-skill of Grapple.

Throws and trips are overlapped with Grapple.

To Grapple and Throw a target takes 2 Actions, unless a Grapple is already in effect.

The target is first grabbed, in 1 Action, using a Grapple. The next Act is spent trying to throw, trip or otherwise unbalance them.

If Grapple is already being used (see Grapple), the attacker can attempt a Throw in each Act following the one used make the Grapple.

Attack Succeeds: The target is thrown

or tripped, and ends up prone on the ground. They take 1D10 points of damage.

Unless the target makes an END roll they are stunned, and lose the next 1 to 5 Actions (1D10, divided by 2). They will, of course, have to spend an Act getting up at some point.

The attacker has the option of letting go, or continuing to Grapple their thrown opponent.

Throw can be combined with a Parry, in the same way as Grapple. The Parry must succeed, using 1 Act. The next Act is then used in an attempt to trip or throw the attacker. If the Grapple succeeds, but the Throw does not, the character grappling has the option of maintaining, or letting go of their hold.

◆ Locks

SP: 5%.

FP: +10%.

Maximum of Grapple minus 20%.
Sub-skill of Grapple.

This is used to completely restrain a Grappled target, hopefully holding them totally immobile.

Locks are much the same as Throws. The Lock attempt must follow a successful Grapple, and takes an additional Act. If the Lock succeeds the target is held; they lose 1D10 Acts per Combat Round that the Lock is maintained.

Reroll the Lock each CR if the target is struggling, or trying to break the Lock.

A target held in a Lock suffers a restraint modifier equal to the attacker's Grapple skill plus 20%.

The attacker has the option of twisting or squeezing the Lock, which will cause 1D10+DB points of damage to the target per Combat Round (not Act) that the Lock is maintained.

As with Grapple and Throw, Lock can be combined (taking an additional Act) with a Parry.

Note to Location Modifiers

When a Lock or Throw uses a specified location, usually a limb, the *to hit* modifier is applied to the basic Skill being used, not the Sub-skill.

Thus, a character who has Grapple: 60% [Nerve Pinch: B. Locks: 40%] will have his Grapple reduced to 40%, when attempting to grab an opponent's arm. This will reduce his chance of applying a Nerve Pinch, but his chance of applying an arm Lock remains at 40%.

Hand Held Weapons

At its most basic the Hand Held weapon is simply a club. It extends the attacker's reach and can deliver a heavier blow than the naked fist. The bewildering variety of hand held weapons can, with a number of exceptions, be seen as refinements of the club.

The principle behind using most hand held weapons is extremely simple. To reflect this all characters have a certain basic starting percentage for each weapon in the following weapon groups.

Hand Held Weapon Groups

Club	SP: 25%.
Knife or Dagger	SP: 30%.
Short Sword	SP: 15%.
Long Sword	SP: 15%.
Other Swords	SP: 15%.
Pole-arms	SP: 15%.

The GM will adjust these Starting Percentages to reflect any bias towards the use of weapons indicated by the cultural template.

Alternatively the player can choose to reduce the Starting Percentage, in order to create a character who would not begin to know how to use a sword, or other weapon. This carries no advantage in terms of the rules, but is good role-playing and character creation.

Hand held weapon skills are bought using Life Points during character creation. The PC buys experience for any of the weapon groups listed above. The percentage so purchased is their chance to Attack and Parry with any weapon in that group.

Sub-skills can be purchased for each individual weapon, with the exception of Quick Draw, and cannot be applied across a weapon group.

Thus a character with Long Swords: 65% [Rapier-Disarm: +15%], will only be able to apply the Disarm Bonus with the Rapier; the only sword with which he has this sub-skill.

This greatly simplifies the actual difficulties in using similar weapons, avoiding the need for PCs and NPCs to have long lists giving their skill in each individual weapon.

The individual weapons within the Weapon Groups, and the amount of damage they do, are listed below. This is followed by the listing of the applicable sub-skills and finally by details of "Special Weapons," such as the whip, which must be learnt individually.

Space precludes the consideration of every possible weapon that might be encountered by the PCs. A few examples can be found in the Bestiary, but when a totally new weapon appears the GM will have to rate it's starting percentage, damage and the sub-skills that can be used with it.

Hand Held Weapons

The weapons within each group are named and the damage rating for each is given.

Club

Stick, Bottle or short length of pipe used as a club*:	1D10+1.
Light mace, Hambo, Hatchet:	1D10+2.
Heavy mace, Battle axe:	2D10+1.
Quarter staff**, Bo**:	2D10.
Flail:	1D10+2.
Warhammer:	2D10.
Greathammer**, Greataxe**:	3D10.

*: includes striking with the butt of any other weapon.

***: all require two hands to use.

Knife or dagger

Small blade, Scalpel: 1D10.
Dagger, Sai: 1D10+2.

Short Sword

Gladius, Wakizashi: 2D10.
Broadsword: 2D10+2.

Long Sword

Rapier: 2D10.
Longsword, Katana: 3D10.
Scimitar: 2D10+2.

Other Swords

Bastard sword: 3D10+3.
Greatsword, No-dachi: 4D10.

Pole-arms

Short Spear: 1D10+2.
Long spear: 3D10.
Naginata: 2D10+2.
Pike: 3D10+3.

Hand Held Weapon Sub-skills

SP: Starting percentage, if any.

FP: First Point percentage bonus, as per normal skills.

SC: Skill Cost. For sub-skills which no percentage rating the Skill Cost gives the Life Points required to buy the sub-skill. This may vary, depending on how proficient the player wants their character to be.

In the case of sub-skills which fall into Results Areas the cost increases with each Result Area purchased.

A maximum limit will apply to any sub-skill. This will be noted as either a percentage limit or the highest Results Area possible.

Bone Breaking

SP: None.

SC: 5 to A; 10 to B; 20 to C.

Maximum is C.

Sub-skill used by any blunt weapon.

Used as per the Hand to Hand sub-skill; page 45.

Damage Bonus

The character trains with a specific weapon, learning how to attack with it to cause maximum damage.

It costs 3 Life Points for each point added to the basic damage of the weapon. So to increase the damage done by a dagger from 2D10 to 2D10+4 will cost 12 LPs.

The maximum damage bonus for any hand held weapon is half its average damage. A dagger does an average damage of 7 points, the maximum damage bonus is +3. For a long sword, which does 3D10 damage, the maximum damage bonus would be +7, costing 21 Life Points.

Disarming

SP: Special: Results Area B.

FP: +5%.

This technique is applicable to most weapons. Exceptions are up to the GM.

In using it the attacker attempts the twist or strike their opponent's weapon out of their hands.

Any character may attempt to "strike to disarm," they need not have training in the sub-skill. An attack which is used in an attempt to disarm cannot damage the opponent.

To successfully disarm an opponent the attack has to fall into Results Area B (highest number in the area), plus the Disarm sub-skill. A disarming attack can be parried as a normal attack.

The maximum possible rating for disarm is 20% below the actual weapon skill. (A character with a 100% rating in a weapon would have a maximum 80% disarm chance.)

For example, a PC with 50% in a weapon skill has a 10% chance of Disarming their opponent whilst using that weapon. They train to acquire a Disarm Bonus of +15%. Their Short sword skill remains at 50%, but they now have a 25% (Area B, +15%) of "striking to disarm."

Nerve Strike

SP: None.

SC: 10 to A. 15 to B. 25 to C.

Maximum is C.

Sub-skill for any weapon.

The attacker strikes at one of the nerve clusters or sensitive areas of the human body.

The attacker must declare a Hit Location.

Attack succeeds: Target automatically loses their next Action and the following Location Effects are applied.

Location Effects.

Head: Target must make an END roll at -20%, if failed they pass out.

Arm and Leg: As per normal Location effects, except that the END and DEX rolls are made at -20%. Use of the limb will be regained in 1D10 Combat Rounds.

Other Location effects are resolved normally.

Parry Bonus

FP: +10%.

The character trains in blocking attacks with a specific weapon.

See Hand to Hand skills, page 46.

The maximum parry bonus is equal to half the actual weapon skill.

Quick Draw

SC: 10.

This sub-skill allows the character to draw a holstered or sheathed weapon and attack with it in the same Action.

It can be applied to any weapon with which the PC is familiar and has practised drawing.

To successfully Quick Draw the character must roll under their DEX. If they fail the weapon is drawn, but cannot be used to attack until the character's next Act.

The GM may rule that certain weapons are too cumbersome for *Quick Draw* to be used.

This sub-skill is also applicable to most projectile weapons, see pages 56 and 58.

Two Weapon Use - Twin Strike

SC: 10 per off-hand weapon.

Sub-skill applicable to any possible combination of weapons.

Perhaps most familiar as the use of rapier and off-hand dagger. The character can train to use any weapon in their "off-hand," typically the left hand. They can then pair that weapon with another, held in their "main-hand."

Numerous combinations are possible, although the GM can rule that the use of certain weapons together is impossible.

Ambidextrous characters have the skill cost of learning an off-hand weapon reduced to 5 LPs per weapon.

Twin Strike: A character using two weapons can attempt to attack with both in a single Act. To do so a single attack roll is made, at a -10% modifier, which is applied to both weapons.

If the opponent is hit by a Twin Strike they parry or dodge as normal, but before doing so must declare which weapon they are trying to avoid the most (usually the one which does the most damage.)

To avoid both weapons the parry or dodge roll must fall into results area A to D, on a result area E they avoid one weapon, but are hit by the other.

If the opponent is also fighting with two weapons they can attempt a Twin Parry, using an Act. They must declare which weapon is being used to parry which attack. The parry for each weapon is rolled as per usual.

Weapon-Breaking

SP: Special: Results Area B.

FP: +5%.

Similar to striking to disarm, this sub-skill is applicable to most rigid weapons.

As with Disarming, the attacker must roll a percentage equal to Results Area B (highest number in the area), plus the Weapon Breaking sub-skill percentage.

Once a weapon-breaking attack has been successfully made the opponent's weapon will shatter or break unless the weapon resists the attack. How well a weapon resists depends on the material(s) it is made from and the quality of the manufacture.

Chance of surviving weapon-breaking

Wood, or mostly wood:	40%
Inferior metals (bronze, copper):	40%
Standard metals (iron, poor steel):	50%
Quality metals (steel, alloys):	60%
Super hard materials (certain alloys, plastics):	70%

Modifier for weapon quality

Poor:	-10%
Average:	—
Good:	+10%
Superb:	+20%
Exceptional:	+30%

Certain weapons, such as sai or swords with “sword-breaking” hilts, will have an additional weapon-breaking bonus. This is usually limited to +10%. Although the GM may increase it to +15% where the weapon is being used to *break* the specific weapon it was designed to.

Special Hand Held Weapons

Chain and Rope Weapons

These are weapons which can be used to strike like a flexible club, in the case of weapons like a whip, but have the additional refinement of being able to entangle an opponent. Being, in effect, a weapon that can Grapple and in some cases apply a Lock, although there are certain differences.

To avoid confusion with the Hand to Hand skills a *weapon grapple* is called an Entangle. It is treated as a sub-skill of the weapon use.

Entangle Sub-Skill

SP: 5%.

Maximum of the weapon skill being used -20%.

If an Entangle succeeds the target is restrained or encumbered by the Entangling weapon, causing their Attacks, Automatic Responses and other Actions to suf-

fer a negative modifier equal to the Entangle skill.

A successful Dodge or Parry will break free of the Entangle, but the attempt will have to be made with the Entangle restraint modifier applied.

Once the Entangle has been made it can be maintain, Act after Act without having to be rerolled.

The Entangle can be *shook off* by the Attacker using an Act and rolling under their skill in the weapon. Unlike a Hand to Hand Grapple it takes some effort to *unwrap* the weapon from the target.

Entangle-Lock: There are certain martial arts techniques which involve wrapping a rope or chain weapon around a limb and using the leverage of the rope or chain to help apply a Lock.

Far more deadly is the use of such a weapon to choke or strangle.

An Entangle-Lock must follow a successful Entangle. It takes an additional Act to perform. It has the same chance of success as the original Entangle roll.

If it succeeds the target is held, they lose 1D10 Acts per Combat Round that the Entangle Lock is maintained.

Reroll the Entangle-Lock each CR if the target is struggling.

A target held in an Entangle-Lock suffers a restraint modifier equal to the attacker's Entangle chance, plus 20%.

The attacker has the option of twisting the Entangle-Lock, which will cause 1D10+DB per Combat Round (not Act) that the Entangle-Lock is maintained.

A specific location can be chosen by the attacker, with the relevant Location Modifier being applied as noted on page 46.

If the specified location is the head, and the attack succeeds, the attacker can opt to have entangled their target around the throat. They can then attempt to choke them to death, this is in addition to applying the normal 1D10+DB damage per CR.

The attacker's STR is matched against the target's END on the resistance roll table. If the attacker overcomes the target's END the target takes damage equal to the

attacker's DB+1 times D10.

This is rolled for each Act.

Note: the target's END is NOT modified by the restraint modifier.

For example, a character with no DB will do 1D10 choking damage per Act. A character with a DB of +2 will do 3D10 choking damage per Act.

Whips

SP: 20%

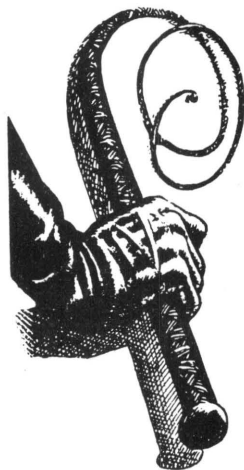
Entangle.

Certain whips cannot entangle, for example the Russian knout. Most whips are designed to inflict punishment on a restrained prisoner or to help direct livestock, rather than as combat weapons.

The knout, in fact, actually cuts like a flexible blade.

The most popular whip amongst role-players is the bull-whip, which can Entangle.

(Characters using the bullwhip also tend to spend a lot of time involved in archaeological pursuits and wearing rather battered headgear.)



The Garrote

SP: 15%.

Entangle.

Garrottes are made of wire and certain specially woven materials, such as silk. They will cut into a limb or neck when used in an Entangle-Lock.

When used to this purpose another 1D10 is added to the damage done per CR. And the damage done by a successful choking attempt is increased by +1D10.

Chain and Rope

SP: 15%.

Entangle.

The same skill rating is used when fighting with either a chain or a rope.

Most varieties of chain and rope weapons are used as part of a Two Weapon Use sub-skill, see the weapon descriptions below.

However a loop of folded rope or chain can be used to strike, much like a flail.

Special Weapon Descriptions

Whips

Bullwhip: the *standard* whip. Most whips, whether longer or shorter, with or without hafts, have the same characteristics as the Bullwhip.

Length can vary between twelve to fifteen feet.

At close quarters (under half the length of the whip) they can no longer be used to strike as a whip, but most have a rigid handle, which can be used to strike like a club.

Cat-o'-nine-tails: in effect a variation on a Flail.

Knout: A Russian whip. Over twelve feet long it is about four inches thick at the butt and tapers to the thickness of a shoe lace at the tip. The whip stroke is incredibly fast and the thin tip cuts like a sword.

It is difficult to use with any accuracy against a moving target, attack at -20%.

Other whips: numerous variations exist. As noted most behave like a bullwhip.

There are examples of whips set with barbs or hooks at the tip. These would do similar damage to a Dagger: 1D10+2.

Whips - Damage Ratings

Bullwhip/Other whips:	1D10
Cat-o'-nine-tails:	1D10+2
Knout*:	2D10

*: Cannot Entangle.

Chain and Rope Weapons

Most listed are Japanese in origin. However, a good length of rope has been the chosen arm of more than a few sailors and longshoremen the world over.

Manriki-Gusari: a length of chain, usually with small weights at each end.

Exceptionally skilled users can spin it rapidly enough and at the correct angle to parry thrown weapons and, it is said, arrows.

Rope: Probably most often used as an improvised weapon. The GM will have to decide if the circumstances warrant the effective use of the rope as a weapon.

(Plastic washing line being flailed around is more of a nuisance than an effective weapon, but in the right hands anything might be possible.)

■ Two-Weapon Use

The following weapons are best described as a length of rope or chain attached to the haft of another weapon.

To use them effectively requires the Two Weapon Use sub-skill (pg. 49).

- **Kawanga:** A grapple with a short length of rope attached. A combination climbing aid and weapon. The grapple can be spun on rope, like a Flail, or held by it's haft and used like a Dagger.

The tines of the grapple can be used to attempt *sword-breaking*; the blade is caught between two tines and the grapple twisted so that the sword blade snaps.

The rope is used to Entangle, or flicked at targets beyond the reach of the grapple.

- **Kusari-Gama:** A sickle shaped weapon (it is classed as an Axe for purposes of rating damage: weapon group - Club.) Again this can be used as a climbing aid.

Attached to the top of the haft, behind the blade, is a length of chain with small weight attached to it.

- **Kyoketsu-Shogi:** A bladed weapon, with a length of rope attached to the butt of the weapon. The rope is weighted at the end with an iron ring.

The blade can take a number of shapes, but is usually comprised of a straight, short-sword like part and a hook which curves back and can be used as a climbing aid.

In certain configurations the blades are designed as *sword-breakers*.

Most of the Japanese rope and chain weapons are used in a similar style. The rope or chain is used to Entangle the weapon arm of the target, holding it immobile whilst the other end is used to strike the target.

The iron ring of the Kyoketsu-Shogi can be flipped onto a sword blade, which is then pulled to one side by the rope, or an attempt to *Disarm* can be made.

Chain and Rope Weapons - Damage Ratings

Kawanga	
- Grapple:	1D10+1
- Rope:	1D10
Kusari-Gama	
- <i>Sickle</i> as Axe:	1D10+2
- Chain:	1D10+1
Kyoketsu-Shogi	
- Blade as Gladius:	2D10
- Rope:	1D10
Manriki-Gusari:	1D10+1
Rope:	1D10

Shields — as Weapons

These are detailed in the section on Armour, see page 66.

Projectile Weapons

The flung rock to the laser, and beyond.

Ranges of Projectile Weapons

Each projectile weapon has an effective range, and a maximum range.

In some cases a minimum range is also noted, where the target has to be a certain distance away from the projectile weapon for it to be able to be used effectively.

When attempting to hit a target that is within the effective range of the weapon the normal skill rating is used, subject to any applicable modifiers.

When attempting to hit a target that is between effective range and maximum range the skill rating with the weapon is halved, then any applicable skill modifiers are applied.

Once a target moves beyond the maximum range there is still a chance that it can still be hit; see the GM's section. Although to attempt such a shot the character would have to be very skilled with the weapon.

For example, Jason has a Skill Rating of 60% with a Rifle.

The actual weapon he is using is a 5.56mm Enfield XM-70, which has an Effective Range of 300' and a Maximum Range of 450'.

When shooting at a Disruptor agent 250' away his chance to hit is 60%, modified by the fact that the Disruptor agent is surprised to 90%. (See page 42.)

That target dealt with Jason switches his aim to another Disruptor agent 380' away. This is 80' over the effective range. Jason's chance to hit would normally be 30%. The Disruptor agent, alerted by the sound of the shot, is no longer surprised.

The 5.56mm Enfield XM-70 is fitted with a targeting scope (see Bestiary) this acts to double each "range," increasing the Eff range to 600'. Which means that Jason's chance to hit, whilst using the sight, is 60%.

Hand Hurlled Weapons

The use of all thrown weapons is based on the Throw skill.

Aside from giving a base from which the chance to hit with the various improvised weapons which are thrown about during role-playing (everything from bottles to oriental rugs – "I'll spin the rug, so she'll get entangled in it." – and other furnishings, to handy animals) it is also the character's chance to throw ropes, pitch a grappling hook up a rock face and so on.

Bear in mind that in the latter cases most of the targets can be treated as "stationary, or unable to move" (pg. 42), giving a +50% modifier to the chance to make the throw, in most cases.

Throw Skill

Throw

SP: DEX divided by 5, plus 20.

This is the basic throw skill. Used for any snatched up and hurled object.

It is a base from which the Starting Percentage for all hand-hurled weapons is calculated.

Damage Bonus for Hand Hurlled Weapons

The Damage Bonus is applied to any damage done by a hand-hurled weapon up to it's Effective Range.

Certain, mostly improvised, weapons are of such a flimsy or cumbersome nature that the GM may decide that the DB will not apply at all.

Hand Hurlled Weapons List

Thrown Knife (or Dagger)

SP: Throw -5%.

Any bladed weapon which is balanced for throwing can be thrown, although this is usually limited to weapons the size of a knife or dagger.

A larger blade (eg. a short sword) may also be thrown, but a modifier of -10% to -20% should be applied to the Thrown Knife skill, depending on the weight and balance of the blade.

Shuriken

SP: Throw -10%.

This skill allows the throwing of multiple small blades in one Action. Up to four can be thrown at a single target in one Act.

When throwing shuriken two D% rolls are made. The first to see if the attack hits. The second, required only if the attack succeeds, determines how many hit and depends on the Results Area rolled.

Second Roll - Result Areas

A and B: Number thrown.
C: Number thrown, minus 1
D: Number thrown, minus 2
E and FAIL: Number thrown, minus 3.

Spear (and Javelin)

SP: Throw -5%.

A polearm designed for throwing.

◆ Bolas

SP: Throw -10%.

This is a special thrown weapon which can Entangle as well as doing damage. It takes two Acts to use, one to whirl the Bolas up to speed, the next to throw it.

See Entangle, page 50.

Throwing Club (and Rock)

SP: Throw.

A club balanced for throwing.

This includes the aboriginal boomerang (NB: the hunting boomerang is not designed to return to the thrower).

The same skill rating is used when throwing a rock.

Hand Hurling Weapons

-Applicable Sub-Skills

The following sub-skills can be used with thrown weapons. There are some exceptions, as noted below.

Bone Breaking (see page 45.)

Applicable to any *blunt* thrown weapon.

Damage Bonus (see page 48.)

The user must be practised with the weapon being used. It is not applicable to improvised weapons, such as a thrown chair.

Disarm (see page 48.)

The weapon is thrown in such a way as to knock the target's weapon out of his hands.

Quick Draw (see page 49.)

Applicable to most Hand Hurling Weapons.

Nerve Strike (see page 49.)

Applicable to any *blunt* thrown weapon.

Hand Hurling Weapons

-Damage Ratings

Knife, Sai:	1D10+1
Shuriken, Small blade:	1D10
Javelin:	2D10+2
Bolas, Club, Rock:	1D10
Spear:	2D10+1
Sword*:	2D10

*: This Damage Rating is applicable to any thrown sword.

Hand Hurling Weapons

-Ranges

Min: Minimum range, if applicable.

Eff: Effective range.

Max: Maximum range.

Knife, Sai	Eff: 30' Max: 50'
Shuriken	Eff: 30' Max: 60'
Javelin	Min: 10' Eff: 40' Max: 100'
Bolas	Min: 10' Eff: 40' Max: 80'
Thrown Club	Eff: 40' Max: 80'
Rock	Eff: 20' Max: 40'
Spear	Min: 10' Eff: 30' Max: 70'
Sword*	Eff: 15' Max: 30'

*: Or other poorly balanced thrown weapon.

NOTE: If a weapon is not listed, such as a Throwing Axe or the Discus, use the most comparable Weapon Skill, Damage and Range Ratings.

For example,

Throwing Axe: as Knife, 1D10+1, 30'/50'.

Discus: as Throwing Club, 1D10, 40'/100'.

Device Driven Projectile Weapons

Starting Percentages

Atlatl	as Spear or Thrown Knife
Blow-Pipe	10%
Bow	15%
Catapult	20%
Sling	15%

Reloading: Most of the following weapons have to be reloaded manually before they can be discharged again. This will take an Act, unless otherwise stated in the weapon description.

Device Driven Projectile Weapons -Weapon Descriptions

Atlatl

A short stick, with a notch and groove to hold a javelin or large dart (treated as a Thrown Knife.) The use of the atlatl adds both to the Damage done and the Range.

There is no separate skill rating in its use. The character's rating for throwing a spear or knife is used.

Blow-Pipe

A hollow tube, through which a dart is blown.

They can vary in size from the tiny blow-pipes beloved of spy films, to the four foot long blow-pipes of the Iban, which fire darts a foot in length.

Ranges are rated according to the length of the blow-pipe.

The dart in itself rarely does much damage, but is usually drugged or poisoned.

Bows and Crossbows

A single Skill Rating — **Bow** — is applied to any bow or crossbow the character uses. Crossbows are easier to use than bows, so when firing a crossbow the character's Skill Rating is increased by +5%.

There are several types of bow and crossbow, each is given a Bow-rating.

The Bow-rating is added to the Damage Rating of the arrow or crossbow bolt

being used to determine the actual damage done.

Types of Bow:

Short, a small, light bow. Includes such weapons as (most) American Indians' bows and the (often collapsible) bows favoured by Ninjas.

Long, a heavier, large bow, such as the English long bow.

Composite bows, bows made through combining other materials, such as horn, with wood. The term also applies to most modern bows, made of steel, plastics or other materials.

Composite bows can be either Long or Short. They are more powerful than a standard Long or Short bow, but can be far heavier.

Geared, a bow which uses gears to ease the pull of the bow-string and increase the bow's power. Effective design usually means that these bows are the same size as Short bows, but are far more powerful.

Types of Crossbow:

Pistol, a small crossbow, easily held in one hand. From the small fowling crossbow of ancient times, to the modern "pistol-grip" crossbows.

Light, a larger, more powerful crossbow, which requires two hands to be used.

Heavy, similar in size to the Light crossbow, but with a heavier "pull" to it. Certain examples of this type of crossbow are very difficult and time consuming to reload, taking two Acts to ready for firing.

Geared, similar to the geared bow. It is also possible to design a geared crossbow which is self-loading from a magazine of crossbow bolts.

Catapults

These are the hand held variety, not the mediaeval siege-engines.

A modern steel and latex Catapult can do a hefty amount of damage. Homemade ones, of wood and elastic, are certainly less effective; but loaded with the right projectile can still cause considerable damage.

Each Catapult will have a Power Rating which is added to or subtracted from

the Damage Rating of the projectile being used.

Range is dependent on the Power Rating.

A catapult can fire anything from a Solid shot (stone, ball bearing, or clay ball), to a poisoned spike-ball, smoke or gas pellet.

(Special and unusual types of ammunition/projectiles are considered in the GM's section and in the Bestiary.)

Sling

A leather thong, or length of cord, with a cup to hold a projectile. It can fire anything that a Catapult can.

Damage depends on the projectile.

Staff sling. A length of wood, with either a carved hollow or leather cup at one end to hold the projectile. As with the Atlatl the staff adds power and range.

Device Driven

Projectile Weapons -Applicable Sub-skills

Damage Bonus (see page 48.)

The attacker must be familiar with both the weapon and the projectiles being used.

This would mean that an archer would have to have practised with the arrows he is using. Someone using a sling would be able to apply a Damage Bonus when using ball bearings, of a weight they are familiar with, but not when firing a pebble snatched up from the ground.

Disarm (see page 48.)

It would be unusual for a character to "train up" their chance of disarming with a projectile weapon.

Quick Draw (see page 49.)

A character with the sub-skill Quick Draw will be able to reload and discharge most device driven projectile weapons in a single Act, if they make the required DEX roll.

An exception would be a heavy or geared crossbow, which has to be manually cranked to reload, taking a set time.

Device Driven

Projectile Weapons -Damage Ratings

Atlatl

+5 to Damage.

Blow-Pipe

Damage: 0 or 1, depending on the size of the dart.

Bows - Bow-ratings

Short:	+0
Long:	+1
Comp. Short:	+1
Comp. Long:	+2
Geared:	+3

Crossbows - Bow-ratings

Pistol:	+0
Light:	+1
Heavy:	+2
Geared:	+3

Arrows & Crossbow Bolts

Hunting:	2D10
Barbed:	3D10

Example, a Composite Long bow firing a Barbed arrow does 3D10+2 damage.

Catapult

Power rating: -5 to +2

Solid:	1D10
Other:	1D10-5

Example, a home-made "boy's" catapult would have a *Power Rating* of -5 and probably be only able to fire light shot, rated as *Other*.

It would, therefore, do 1D10-10 damage; in effect, only able to sting painfully if it hits.

The steel and latex catapults used by warehouse men to pick off rats would have a *Power Rating* of 0 and would fire *Solid* shot. Damage would be 1D10.

Sling & Staff Sling

Solid:	2D10
Other:	1D10

Device Driven Projectile Weapons -Ranges

Eff: Effective range.
Max: Maximum range.

Atlatl

Eff and **Max** ranges are increased by one half.

Blowpipe

Small (c.1'): **Eff:** 20' **Max:** 30'
Medium (c.2'): **Eff:** 30' **Max:** 60'
Long (c.4'): **Eff:** 40' **Max:** 80'

Bows

Short: **Eff:** 80' **Max:** 130'
Long: **Eff:** 100' **Max:** 250'
Comp. Short: **Eff:** 100' **Max:** 250'
Comp. Long: **Eff:** 120' **Max:** 300'
Geared: **Eff:** 120' **Max:** 300'

Crossbows

Pistol: **Eff:** 40' **Max:** 70'
Light: **Eff:** 100' **Max:** 250'
Heavy: **Eff:** 120' **Max:** 300'
Geared: **Eff:** 120' **Max:** 300'

Catapult

Power Rating

-5 to -3: **Eff:** 25' **Max:** 40'
-2 to -1: **Eff:** 30' **Max:** 60'
0 to +2: **Eff:** 50' **Max:** 80'

Sling

Eff: 60' **Max:** 100'

Staff sling

Eff: 80' **Max:** 130'



C/U; THOMPSON 'SPITFIRE' MkII NAPALM PISTOL

Advanced Projectile Weapons

These will be the weapons most often encountered by the PCs. All, from the wheel-lock musket to the laser, can be extremely deadly.

Even more so than hand held weapons the variety of these weapons is extraordinary.

Instead of describing and rating each weapon they are grouped into Damage Ratings. These can be used to describe any advanced projectile weapon, either adapted from modern or historical firearms, or special weapons created by the GM or players.

As with hand held weapons Advanced Projectile Weapons are divided into a number of groups.

All characters have a Starting Percentage for using pistols, rifles, shotguns, lasers and other advanced projectile weapons. Each can be increased as per normal and can be applied to any weapon within the same group.

So a character with Handgun: 55% can use any pistol or revolver at that percentage.

Certain exceptions can apply, as ruled by the GM.

Firstly the weapon used must be similar to one with which they have had some experience.

If a character is using a unfamiliar gun, or one of a heavier calibre than they are used to, the GM might apply a modifier of -10% to the weapon skill for the first several shots. After which the character can be judged to be comfortable with the handling characteristics of that weapon.

Firing the weapon is not the only problem a character is going to have.

When reloading or adjusting an unfamiliar weapon the GM might require an INT roll for the character to figure out how to work the weapon.

Advanced Projectile Weapons

Starting Percentages

Handgun	20%
Machinegun	20%
Rifle	25%
Shotgun	25%

Weapons without recoil, such as lasers and the famous vibro-beamer are used at the equivalent weapon type, either Handgun or Rifle, with a +5% bonus.

So a character with Handgun 63% has an effective skill rating with a pistol sized laser of 68%.

Description of most of the weapons used in the "Adventures of Luther Arkwright" are given in the Bestiary.

Advanced Projectile Weapons -Applicable Sub-skills

Damage (see pg. 48.)

The character must be extremely practised with the particular weapon being used. An unfamiliar weapon, even of the same model, would not qualify for a Damage Bonus until the user has practised with it.

Optional rule: The character must have over 50% in the skill to which the Damage Bonus applies in order to qualify for it. This means only "highly skilled" to "elite" practitioners will qualify.

Double Tapping

SC: 10

Training in effective burst fire. This is a military technique that makes the user far more effective at burst and full automatic fire.

A character trained in Double Tapping ignores the negative attack modifier for firing a burst, or using a weapon on full automatic.

Again the character must have had some practise in using the particular weapon.

NOTE: This sub-skill should only be available to characters who have the required military background, or extensive experience with automatic weapons.

Quick Draw (see page 49.)

The sub-skill can be applied to all projectile weapons except those with a specified loading, or cocking time, such as crossbows and certain firearms.

Although if a weapon has been loaded and is, for example, hung on the character's belt ready to be fired, it can be *quick drawn* and discharged.

Advanced Projectile Weapons -Damage Ratings

Each rating details how much damage a single shot or discharge from the weapon does.

Each Damage Rating is given a numerical value, enclosed in *square parenthesis*, []. To save space in abbreviated weapon descriptions this is used rather than giving the actual value in dice rolled.

Certain weapons, such as the vibro-beamer, will do damage that is not represented by any of the standard Damage Ratings. In these cases the Damage Rating is given in the usual xD10+y format.

Pistol, Rifle & Machinegun Ratings

[1]	1D10
[2]	2D10
[3]	3D10
[4]	4D10
[5]	5D10
[6]	5D10+10
[7]	6D10+10
[8]	7D10+10
[9]	7D10+20
[10]	8D10+20

*: Usual maximum pistol calibre.

Shotgun

Pellet:	[1] to [3]
Solid:	[2] to [8]

Laser:

[1] to [8].

Vibro-beamer — Model 2

Tight beam:	5D10+20
5' spread:	5D10
10' spread:	2D10

Advanced Projectile Weapons -Weapon Description Format

Each advanced projectile weapon is described using the following format.

Name: The weapon's name.

Damage: The damage rating per shot.

Range: The effective range of the weapon and the maximum range.

Penetration: Notes the effectiveness of the weapon against armour.

Burst: Notes if the weapon can be used to fire a burst of two or more shots in a single Act and states the maximum number that can be fired.

Automatic: If the weapon has been designed to fire on full automatic or burst fire the applicable Burst/Auto Fire modifier is given here.

Magazine: How many shots the weapon can hold. Whether as actual bullets or as the charge in an energy pack.

Notes: Further description of the weapon. Details of any specific characteristics, such as taking longer than one Act to reload or a lower than usual chance of jamming when used on full automatic fire.

Name

Most of these weapons tend to be named after their inventor, the company that makes them, or after someone who made the weapon famous by using it.

The name often includes the calibre of the projectile used by it.

Damage (DAM)

This is dependent on a number of factors, including the calibre and design of the projectile, muzzle velocity, or the power of the energy source in the case of energy weapons.

The design and quality of the weapon can also have an effect.

Certain weapons are renown for having great stopping power, or the character might be using dum-dum bullets, or explosive tipped projectiles. In which case the basic damage rating for the weapon will be altered.

Range (RNG)

Dependent on the power of the projectile and the design of the gun. As with other projectile weapons the effectiveness diminishes with range.

Penetration (PEN)

Certain weapons or ammunitions are specifically designed to be "armour piercing." If this is the case the weapon, or a type of ammunition which can be used in it, will have a Penetration Rating.

This figure is how many points of armour the weapon will penetrate in addition to its normal damage. The Penetration reduces the effectiveness of the armour. If the target is not armoured the penetration rating can be ignored.

(See page 64 for Armour.)

For example, Rose is wearing body armour with an Armour Rating of 20 (10 [3: Bullets]).

She is hit by a .458 Rifle, which has a penetration of 20, due to the type of ammunition used. The attack does a total of 32 points of damage.

Normally, only 12 points would actually get through Rose's armour to injure her, but as the .458 Rifle has a penetration of 20 the effectiveness of her armour is reduced by 10, so Rose takes 22 points of damage.



• Active Dodges and Penetration

If a character attempts an Active Dodge which fails, the Penetration of the weapon is ignored when calculating how much damage is taken.

In effect this allows for attacks to "glance off" armour.

Burst

Any weapon which is self-cocking, or can be quickly primed to fire, can be used to fire a burst. The user pulls the trigger as many times as they can in an Act.

Each weapon has a rating of how many shots can be squeezed off in 1 Act.

For every shot fired in a burst subtract 10% from the attack roll. Thus if 3 shots are fired the attack roll is reduced by 30%.

If the attack hits a second D% roll is required to see how many shots hit in the burst, dictated by the results area.

Burst Result Roll

A:	Maximum.
B:	Maximum.
C:	Maximum minus 1.
D:	Maximum minus 2.
E:	Maximum minus 3.
FAIL:	Maximum minus 4.

Most modern (contemporary) automatic weapons fire 3 rounds in a burst. So it is possible to hit someone with an automatic weapon and do them no damage.

This reflects the instability of most weapons fired on automatic or with rapid fire, and also gives the PCs (and NPCs) a slightly better chance of surviving such an attack.

Of course, a successful attack from a very rapid fire weapon, such as a machinegun with a Burst rate of 8 rounds per Act is likely to be fatal, whatever the Burst Result Roll.

Automatic (AUTO)

Assault rifles, submachine guns and certain lasers are designed to be fired on full automatic. As long as the trigger is held they will fire. This is sometimes described as panic firing.

As they are designed to be fired on either a burst or full automatic setting automatic the modifier to hit will generally be -10% or -20%, depending on the weapon, rather than -10% per round fired.

Magazine (MAG)

How many shots the weapon will hold and fire before it needs reloading or recharging. Certain weapons have a selection of magazines from which they can choose.



Projectile Weapons -Related Topics

Hitting Adjacent Targets

Any weapon that can be Burst fired, or fired on Automatic can hit a number of targets which are grouped together. Usually restricted to those within ten feet of each other.

The number of shots which hit are divided amongst the targets. Beginning with the prime target (PC or GM's choice), then to each adjacent target in turn and back to, and past, the Prime Target as required.

Alternatively the GM can determine randomly which shots hit who out of a burst.

Jamming and Misfires (optional rule)

All mechanical weapons, from the sling to the submachine gun, can go wrong.

If the attack roll is a "99" or "00," then the GM can decide to apply a jam or other mishap.

Whilst this can result in weapons blowing up on people with fatal consequences in our own role-playing we prefer the more survivable, if not down right embarrassing options.

These can usually be made up by the GM. Depending on the weapon being used the options include:

- For bow or crossbow, bowstring breaks.
- The projectile misfires off in a totally unexpected direction. No one will be hit by it, although considerable property damage can often result.
- The projectile lands an embarrassingly short distance away.
- Weapon falls apart or breaks. A favourite for certain Chinese made sub-machine guns.
- Magazine drops out.
- Character drops the weapon. This can happen quite easily when firing a bow, or an modern weapon with a high recoil.
- Weapon jams. Requires one Act and a DEX roll, or roll under the Weapon Skill, which ever is higher, to clear the blockage.

Being Hit

When an attack succeeds the target will take damage, subtracted from their Hit Points.

How much damage they take is determined by rolling the appropriate number of D10s and modifying the result by the **Damage Multiplier** on the **Skill Resolution Table**.

The damage can also be affected by how many projectiles from a burst have hit the target.

There are two way to resolve this.

The first is to roll damage for a single projectile and then multiply the result by the number of projectiles which hit to get the final damage done.

The second is to roll damage for each bullet of the burst which hit.

The second method is more time consuming, but can result in damage averaging out and PCs surviving an attack which might otherwise kill them.

NPCs need not be regarded with such consideration.



For example, a character with an END of 62 has, when in perfect health, a maximum of 62 Hit Points.

He has already been injured, his HPs currently stand at 55, when he is attacked by a full automatic burst of 5 bullets from a .45 submachine gun.

- The final Machinegun attack percentage is 57%.
- The ATT roll was a "08," Result Area B, giving a Damage Multiplier of x2.
- The Damage Rating for the .45 sub-machine gun is [5] – 5D10.
- The D% roll to determine how many bullets hit is a "32," an E, see page 60. As a result, of the 5 bullets fired 3 miss. Only 2 bullets actually hit the character.
- Damage is calculated by rolling 5D10 – 1+6+2+1+8=18.
- Multiplied by the Damage Multiplier – 18x2=36.
- Multiplied by the number of bullets which hit – 36 x 2=72.

- The hapless character's HPs are reduced to *minus* 17; dead unless he gets prompt medical attention.

Most characters will use an Active Dodge, if they can, when faced by such a lethal weapon.

Assuming this to be the case, and that the Active Dodge failed, the final damage would be $72 \div 2 = 36$. Leaving the character on 19 HPs.

Injured but still alive. However, as 36 is over half the character's END, a check will have to be made to see if the injury does further **Critical Damage** to him.

Critical Damage

Damage taken in a single attack which is over one half of the character's Hit Points is termed *critical damage*.

When this happens it has to be determined if the injury has had any *special* effect over and above the mere loss of Hit Points.

To avoid taking **Critical Damage** the character must roll under their current END on a D%.

If this roll is failed then the location of the injury will have to be determined.

Hit Locations

To determine where the blow has landed roll a 1D10 and consult the following table.

1D10	Hit Location
1:	Right leg
2:	Left leg
3:	Lower torso (abdomen)
4 - 5:	Upper torso (chest)
6 - 7:	Right arm
8 - 9:	Left arm
10:	Head

Should the attack be launched from a low angle, such as off the floor, the GM should consider *reversing* the table, thus:

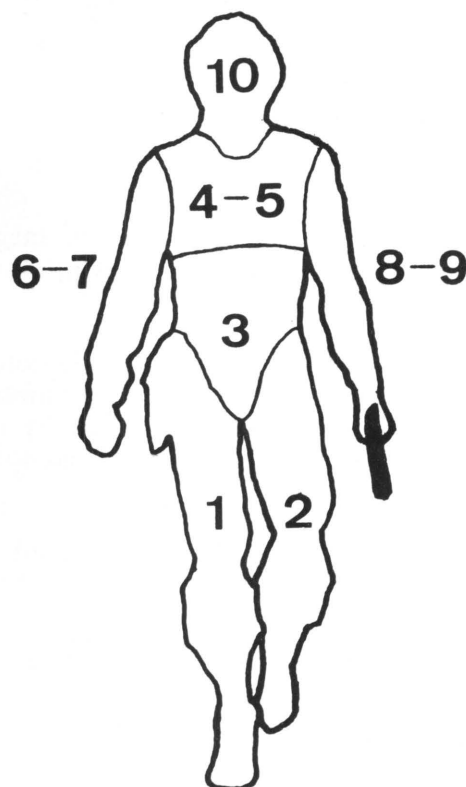
1D10	Hit Location
1:	Head
2:	Left arm
3:	Right arm
4:	Upper torso (chest)
5 - 6:	Lower torso (abdomen)
7 - 8:	Left leg
9 - 10:	Right leg

Critical Damage -Location Effects

The following are applicable when attacks do critical damage and the END roll has been failed.

They are also applied for successful attacks made using certain sub-skills and for Aimed Attacks which do critical damage.

Hit Locations — Illustrated



Head

END roll failed by:

01-30: Target is stunned; they lose the next 1D10 Acts.

31+: Target is knocked unconscious.

(See Serious Injury level, page 71 for details on recovering from unconsciousness.)

- If a sub-skill, or aimed attack, is used which results in the application of this effect without the usual END roll being made, the target makes an END roll to see which of the two possible effects are applied.

If they succeed, they are stunned.

If they fail, they are knocked unconscious.

Arm

The target loses the use of the arm which is hit.

The target must also make a DEX roll or drop what they are holding in that hand.

Leg

The target loses the use of the leg which is hit.

The target must also make a DEX roll, or fall over.

Movement is greatly restricted.

The fastest they can manage is a "trot," with a DEX roll being made each Act of movement to see if they fall.

At a limping "walk" no DEX roll is required.

A limb (arm or leg) will either regain its usefulness once an A to C Medical skill use has been performed, or after the character has regained the same amount of hit points as were done to the limb in the attack which rendered it useless.

(Have the player of the injured PC keep a note of this.)

Additional effects, depending on the combat circumstances, are up to the GM.

This can include graphic descriptions of the wounds, if the GM is so inclined. However, most PCs will appreciate the reassurance that, although the skill says *Bone-breaking* all they appear to have suffered is a severe strain.

Aimed Attacks



It is easy to see that the redoubtable Mr. Arkwright has a preference for the head-shot.

When a normal attack succeeds it can have a number of additional effects, depending on where it lands and if the damage is critical.

Most attacks will serve only to injure (ie. reduce the Hit Points) of the person they hit. Which is, after all, what the attacker wants.

It will, however, often be the case that the PCs (and NPCs) will want to be as ruthlessly effective in bringing down their opponent as is possible.

One of the easiest ways to do this is to aim for a vulnerable location.

If an attack is deliberately targeted at a particular location the following modifiers should be applied to the combat skill being used.

Aimed Attack Modifiers

Head: -20%
All other locations: -10%

The Critical Damage location effects are applied automatically if the attack does Critical Damage. The target **DOES NOT** get an END roll to avoid them.

Thus, whilst an Aimed Attack has less chance of hitting, if it does hit, and do enough damage, the effects can be devastating.

Note on Sub-Skills

Aimed Attacks will reduce the chance of most sub-skills succeeding. The two exceptions, Lock and Throw, are noted on page 46.



Armour

If a character is wearing some sort of body armour then a **Hit Location** roll has to be made in order to see, when they are hit, if the location is armoured.

If they are using a shield (or an object as an improvised shield) the character will automatically be protected in one hit location, the arm on which the shield is being worn. The shield can also be used to protect up to two other locations, depending on it's size; see page 67.

Most armour simply acts to negate or absorb a certain amount of the damage done. This is typical of most ancient armours, such as ring mail, chain mail and primitive plate armour.

Other types of armour have been designed to be effective against certain weapons. Such as ballistic cloth jackets, which provide additional protection against the penetrative effects of bullets.

Armour Rating

In LARP all armours have an Armour Rating, which is the amount subtracted from any damage which hits a location covered by the armour.

Some types of armour will be noted as having additional effects, such as reducing the Penetration of modern projectile weapons (modern body armour), or the Penetration of energy weapons, such as lasers, due to their reflective or ablative nature.

Others, the Rooks' armour is an example, provide total protection against entire groups of weapons, and are very difficult to breach.

Armour Rating - Format

Name: XX (YY) [Z]

Name: name and description of the armour.

XX: how many points of damage the armour will absorb.

(YY): how many points of the penetration rating of modern projectile weapons the armour negates.

This is applied to the penetration only, any surplus is **NOT** carried over to protecting against the actual HPs of damage done.

[Z]: the Total Protection rating of the armour, a value of 0 to 9, see below.

Followed by any relevant notes on the armour.

Total Protection

Some armours are so effective that they can provide total protection against

an attack no matter how much damage is done, or how great the "penetrative" capability of the weapon is.

The Total Protection rating simulates this.

Simply roll 1D10, and if the result is equal to or less than the Total Protection rating, the attack does no damage at all.

Some armours will have a Total Protection value which is effective against certain types of attack, but do not offer Total Protection against others.

This will be noted in the Armour Rating

For example, Ballistic Cloth Armour, Light: 15 (5) [2: Bullets]

For simple ballistic armour. Any successful attack by a bullet has a 2 in 10 chance of being stopped totally by the armour.

Armour Lists

See page 78 for a table detailing various types of armour, from ancient to contemporary and beyond.

Armour examples

Illustrating three different types of armour.

■ A character wearing a heavy "biker's" leather jacket is attacked with a knife.

The jacket is treated as armour, covering the character's arms, upper and lower torso. The Armour Rating is:

Leather jacket - arms & whole torso
5 (0) [0].

The knife is a small switchblade, doing 1D10 damage.

The character is hit on the left arm, with a Damage Multiplier of x1. The roll for damage results in an 8, of this 5 points are stopped by the jacket, with the character taking 3 HPs damage.

■ A character wearing a suit of advanced ballistic cloth armour is shot by a .38 revolver.

The armour has thickly padded areas across the torso and shoulders, with lighter "plates" of padding on the legs and arms, which leave the joints free.

It is, however, taken that the armour provides protection to all locations except the head.

One curiosity of such armours is that the back is sometimes left unarmoured. This saves on weight and allows greater mobility, but is a disadvantage if the wearer gets outflanked.

The Armour Rating is:

Advanced Ballistic Cloth

Upper & Lower Torso - 15 (10) [4: Bullets]

Other locations - 10 (5) [4: Bullets]

Notes: Back of Upper and Lower Torso, 5 (0) [0].

The .38 revolver in question does 3D10 damage and has a penetration of 5.

The character is hit by a burst of 2 shots; one bullet hits the character's leg, the other their lower torso. The attack hits the "front" of the character. The Damage Multiplier for the attack is x2.

Leg: The Total Protection rating is tested first, a 6 is rolled on a 1D10; the Total Protection has failed.

The damage rolled is $15 \times 2 = 30$. The armour negates the bullet's penetration rating of 5, the damage is reduced to 20 HPs of damage.

Lower Torso: Total Protection, a 3 is rolled on a 1D10; the damage is totally absorbed by the armour.

■ A character dressed in a suit of highly advanced semi-rigid body armour is attacked by two lasers and a .45 automatic handgun.

The armour has a specially coated surface, designed to reflect laser and other energy weapon attacks. In addition it provides a high level of all round protection.

The Armour Rating is:

"Braun" Combat Suit

40 (10) [8: Lasers, 5: Other]

The lasers do 5D10 damage and have no penetration rating. The .45 automatic does 4D10 damage and has a penetration rating of 15; due to the type of ammunition being used.

First laser: The Total Protection roll is a 7; the attack is reflected.

Second laser: The Total Protection roll is a 9; the laser is not reflected.

However, the Damage Multiplier is $\times\frac{1}{2}$. So even is maximum damage of $50 \div 2 = 25$ is done the attack will not penetrate the armour.

.45 automatic: The Total Protection roll is a 6; the bullet does not simply bounce off the armour.

The Damage Multiplier is $\times 2$. Damage of $22 \times 2 = 44$ is rolled. The penetration of the bullet is reduced to 5 ($15 - 10 = 5$), so the amount of damage absorbed by the armour is reduced to 35, with the final result that the character takes 9 HPs of damage.

Notes to Armour & Armour Design

The basic building block of the armour rating is 5; the average roll on a 1D10.

When designing and adapting armour bear in mind the attacks it is supposed to defend against. The armour point value should come fairly close to the average weapon damage, or slightly higher.

The implication is obvious: it takes a good attack (giving a Damage Multiplier of at least $\times 2$) to breach the best sorts of armour.

It is, of course, possible to have any point rating for an armour.

This can be applied to armour which is either very light, or armour which is getting past it's best.

For example, a light leather jacket could be assigned an armour rating of:

Light Leather - arms & whole torso
3 (0) [0].

Whereas a suit of "Braun" Combat Armour which has seen better days could be described as:

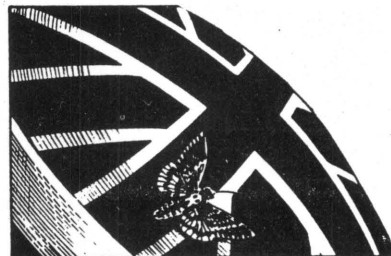
"Braun" Combat Armour - worn
35 (5) [3: Lasers, 4: Other]

Note: most of the laser reflective coating has worn away and the armour is in a general state of poor repair.

When designing or adapting "actual" armours use the closest listed armour as a starting point.

Do not get too involved in trying to give an exacting list of Total Protection values, or several different penetration protection values.

If in doubt err on the side of protection, except where the armour is getting to the point where it will protect against 90% of all known attack forms.



Shields

A shield is usually held in the character's "off-hand" and is used to parry attacks by hand-held and hand-hurled weapons.

Shields have an Armour Rating, which protects (for simplicity's sake) the whole of the arm on which they are strapped, or held.

Shields can be moved to cover a number of additional Hit Locations.

What locations and how many can be protected depends on the size of the shield and the physical circumstances.

Shields are grouped into the following sizes:

Small: a small hand-held targe, about one and a half feet in maximum diameter.

Protects the wielding arm and one other location.

Medium: includes Target and Heater shields, together with the Viking round shield.

Protects the wielding arm and up to two other locations.

Large: Includes the Greek Hoplite shield (which may be either oblong or rectangular) and the Norman kite-shaped shield.

Protects the wielding arm and up to two locations, with the additional provision for a character to "crouch" behind it, protecting all locations; except their head, if they want to look out.

They may also be used, in a formation, to make shield walls.

Protected locations

These must be adjacent or linked.

A character cannot possibly protect both his head and his feet with a single Medium shield.

The GM should be guided by common sense, as should the players, when deciding what can be protected.

The player should note what locations are protected at the start of each Act.

This will only be important when the character is hit by a thrown or projectile weapon they cannot react to, which may – if the PC is lucky – hit a location their shield just happens to be covering.

Shield Skill

Shield, any – SP: 30%

This is the character's chance of Parrying an attack with the shield.

Shields can be used to Attack, in which case the character's skill rating with a Club is used.

Damage rating: 1D10+1

Some shields, usually Small ones, are mounted with spikes at their centre.

If the shield is used to attack there is a chance that this spike might hit.

For the spike to hit the Attack Roll must fall into Result Area A to C.

In this case the damage rating is:

Shield spike, as Dagger: 1D10+2

Shields

-Applicable Sub-skills

As per Hand Held Weapon Sub-skills on pages 48 and 49.

Most characters would be advised to choose the Parry Bonus.

The Viking round shield is designed to have a thin edge, which can trap sword blades, the shield can then be twisted in an attempt to sword-break or disarm.

Wicker shields can be pierced by a

sword, at which point the shield can be twisted in a disarming attempt.

Armour Ratings

See page 78 for details of shields from ancient to modern.

Other Armour & Shields

The Armour Rating of the Shield is the first to meet an attack.

If any damage gets through the shield then the Armour Rating of any armour worn on the location hit is then applied.

There are the following adjustments:

- No Penetration, in the case of modern projectile weapons, can be applied; this is assumed to have been lost overcoming the protection of the shield.
- Any Damage Multiplier is shifted one column to the right: which can result in an E Result Area becoming a miss.

Improvised Shields

There will, however, be occasions when a character snatches up something to protect themselves with. These can range from dustbin lids to furniture.

Most objects can actually be treated as an improvised Club, rather than a Shield.

The GM will have to assign the object an Armour Rating and rule on how many Hit Locations it can cover.

For example

■ A bar stool made of solid wood. This is practically identical to a small shield, although a little more cumbersome.
Armour rating: 10 (0) [0] Protect: Arm plus one other location.

■ A cloak wrapped around one arm. A useful move when fighting with a sword. The GM rules that it is not actually a Shield, although the layers of cloth will give the following Armour rating to the arm itself:
Clock as armour: 10 (5) [0].

And the character can, of course, use their Fist skill rating to Parry with the arm.

Cover and Concealment

When faced with a Uzi 9mm a PC's best option is usually to consider the availability of cover, rather than charging their attacker.

Sheltering in cover or concealment makes the target harder to hit when attacked by projectile weapons. It also has the effect of restricting the available field of fire of the character in cover.

Consider, for example, the restrictive arcs of fire offered by the firing slits of bunkers, or firing into a room when partly concealed by the doorway.

A character can decide how far to place himself in cover or concealment.

Effectively this means that the character decides how great the Cover Modifier will be.

The chosen Cover Modifier applies for the whole Combat Round, unless the character spends an Act to adjust their position in cover (or simply moves out of cover altogether.)

For game purposes there is no difference between cover (a hard barrier, such as a wall or a car) and concealment (a soft barrier, such as foliage, or deep shadow).

Cover Modifier

The Cover Modifier ranges from -10% to -50%, in steps of ten percent.

It is subtracted from the Attack rolls made against the character in cover AND from the Attack rolls made by the character in cover.

In certain situations the GM will limit the Cover Modifier, to reflect the scarcity of actual cover.

A featureless, empty white room would afford no cover or concealment whatsoever.

The GM will also decide if the Cover Modifier is applicable to all Attacks.

Obviously a character taking cover behind a wall will not be in cover if an at-

tacker moves into a position where they can see round the wall.

Using the Hide Skill

If a character Hides successfully they can still be spotted if an Observation roll (less the Conflicting Skill Modifier, is made).

In this case the character is automatically assumed to be in -50% cover.

Fortifications or Selected Cover

These are specially designed or carefully selected places of cover. For example, a castle battlement or an ambush site chosen in advance.



The only difference to the normal Cover Modifier is that an additional -10% to -30% is subtracted from the Attack rolls made against the character in cover, but not from the Attack rolls made out of the cover.

The GM rates the additional value of the Fortification, examples include;

Shallow trenches, low walls: -10%.
Slit trenches, castle battlements: -20%.
The firing slit of a bunker
or armoured car: -30%.

Of course, a character can choose to be in total cover, if the circumstances allow it, in which case they cannot be hit, nor can they make any attacks.

Restricted Vision

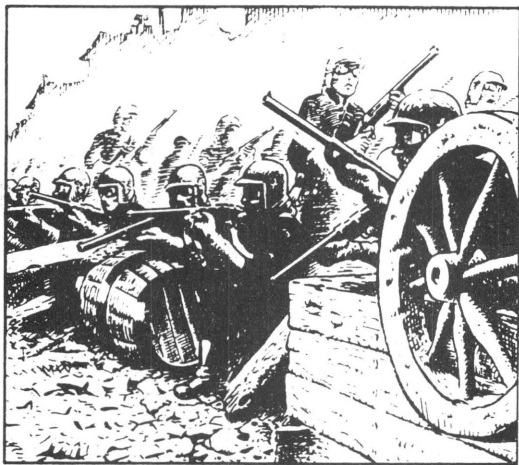
Rain, mist, snow, smoke and, of course, darkness all serve as blanket cover.

The modifier for the prevailing weather or light conditions is applied to everyone involved in the combat. Unless they can circumvent it, by using technology (IR or UV scopes or sights) or through the use of certain psionics.

The modifiers are as follows:

Light rain, mist or smoke: -10%.
Rain, mist, smoke or twilight: -20%.
Heavy rain, fog, smoke
or a moonlit night: -30%.
Torrential rain, thick fog, thick smoke
or an overcast night: -40%.
Pitch blackness: -50%.

These are applied in addition to the Cover Modifier chosen by the character.



For example,

A PC, Jason, is walking down a street when he is fired on by a Disruptor agent. It is night, but the street is lit.

Jason takes cover, combining a successful Active Dodge with movement of under ten feet, behind a car and Quick Draws his .45 automatic.

Jason has a skill is Handgun: 67% [Double Tapping, Quick Draw] and 4 Acts per CR.

The Disruptor agent, Bron, has Handgun: 73% [DT, QD] and 4 Acts per CR: so they are fairly evenly matched.

Jason crouches far behind the car, Cover Modifier -50%.

So far both have used 1 Act each; Bron on his Quick Draw and first shot, Jason on his dive into cover and drawing his gun.

The Initiative Roll gave Bron a result of 6 free Acts; ie. he could use all his 4 Acts if he wanted to.

The GM decides he will fire twice, single shot each time, at Jason, and spend his final Act taking cover behind a car on the other side of the street.

Because Jason is in cover Bron's chance of hitting is adjusted to 23%, the two D% Attack rolls are "34" and "89," both shots miss.

Bron then takes cover, 1 Act, selected a -50% Cover Modifier.

Jason, peering out of his own cover knows that he will suffer a total of -100% to his Attack roll (-50% for his own cover and -50% for Bron's cover.)

He decides to move completely out of his cover, taking 1 Act, and fire the next Act. His Attack roll is adjusted to 17%; he rolls a "74" and misses.

On his last Act Jason decides to try something fancy, his player asks the GM if shooting out a street lamp on Jason's side of the street would plunge it into shadow, but still leave Bron's side of the street illuminated.

The GM says yes, it would.

Jason fires at the street lamp nearest to him. The target is unable to move, modifier of +50%, but is smaller than a human, so the GM applies an Aimed Attack modifier of -20%.

Jason's total Attack roll is 97% (67 + 50 - 20.) He rolls a "63." The light is blown out, plunging the part of the street where Jason is into deep shadow; the GM rules this to be equivalent to -40% cover.

However, because Bron's side of the street is still lit Jason will not suffer any reduction to his Attack roll when firing at that area.

The gunplay continues...

Injury and Recovery

As stated previously a character has as many **Hit Points (HPs)** as their **END** attribute. All things, animals and objects included, have HPs.

When a character is injured they subtract a number of hit points of damage, from their HP total.

As the total decreases they begin to feel their injuries more: skill ratings are modified and recovery from their injuries becomes slower.

When it reaches zero, or below, the character is dead.

Depending on how far below zero a character's HPs are reduced they might be saved by prompt attention.

Recovery Rate (RR)

END also determines the basic rate at which a character recovers from injury. Other things which effect recovery are medical treatment (use of Medical skill) and certain psionic abilities.

A character will recover HPs up to their maximum HP total; the same amount as their permanent **END** attribute.

The basic Recovery Rate (RR) is calculated as follows:

Recovery Rate: **END** divided by 20, any fractions are dropped.

Certain injuries, diseases or psionics can permanently reduce (or increase) **END**. When this happens the HP total will also change.

The rules which follow define each level of injury. A general definition is given first, followed by the range of the injury level.

Details of the effect on Initiative, Actions and Skill use are given next. Whether or not a character will pass out due to his injury is given under Consciousness.

Recovery defines how a character will heal, if no treatment is given to his injuries.

This is in addition to the immediate recovery roll, which might change the level of injury.

Medical defines the effects of a Medical skill roll, giving the effects of the different Result Areas, and the consequences of failing.

Immediate shows how many HPs a character will recover on being treated. Rest shows how many HPs a character will recover whilst resting after being treated.

Immediate Recovery

An injured character can recover a certain amount of damage after being injured just through taking a few deep breaths, recovering their wind and getting their bearings.

To recover HPs in this fashion the character must roll under their **END** on **D%**.

They will immediately regain **RR** times 5 Hit Points.

This usually takes place after any combat is over.

However, if a character is in a position where they can, or think they can, take a breather in the middle of a combat, the following applies.

The character must roll under their **WIL**; to relax enough to recover.

They must not be disturbed or attempt any Action for the next 1D10 Combat Rounds.

The GM will tell them when they have "caught their breath," or the character might choose, or be forced, to act before the recovery takes place.

NB: a character who is Technically Dead cannot attempt Immediate Recovery.

Injury Levels

Minor Injury

Damage falling within this level takes the form of cuts, bruises and minor sprains. Such wounds may be messy and uncomfortable, but are not debilitating.

Recovery from this sort of injury is usually quite fast.

Minor injury: Full to half HPs.

Initiative: Normal.

Actions: Normal.

Skills: Normal.

Consciousness: the character will remain conscious.

Recovery: A character will regain HPs at RR per hour, of rest.

Medical:

A: Immediate; RR x 4 HP.
Rest; RR + 4 HP per hour.

B: Immediate; RR x 3 HP.
Rest; RR + 3 HP per hour.

C: Immediate; RR x 2 HP.
Rest; RR + 2 HP per hour.

D: Immediate; RR x 1 HP.
Rest; RR + 1 HP per hour.

E: Immediate; RR x 1 HP.
Rest; basic RR per hour.

Fail: Basic RR per hour.

Serious Injury

Once a character's HPs are reduced to this level they are beginning to feel very hurt, movement will be slightly slowed and painful.

At the earliest opportunity the character should rest and take care of their injuries.

Serious Injury: Half to 1 HP.

Initiative: 1D10-2.

Actions: Acts - 1 per CR.

Skills: -10% to *all* Skills.

Consciousness: the character will pass out unless he rolls under END on D%.

If the roll is failed, the character will faint for 1D10 minutes.

At the end of that time a further roll against END is made, if the roll succeeds the character comes round. If not, the are

unconscious for a further 1D10 minutes, after which another D% END roll is made, and so on.

Every time a character takes more damage at this HP level a roll against END must be made, or the character will lose consciousness.

Recovery: HPs are regained at RR per hour of rest.

Medical:

A: Immediate; RR x 3.
Rest; RR + 3 per hour.

B: Immediate; RR x 2.
Rest; RR + 2 per hour.

C: Immediate; RR x 1.
Rest; RR + 1 per hour.

D: Immediate; RR x 1.
Rest; basic RR per hour.

E: Immediate; none.
Rest; basic RR per hour.

Fail: roll failed by;

01-60%; basic RR per hour.

61+, subject takes 1D10 further points of damage.

Thereafter recovering at basic RR per hour.

Technically Dead

The character has been reduced to zero, or negative hit points. They are, to all intents, dead.

Under certain circumstances proper attention can get their heart beating again. The character will live, but may suffer some disability.

This is decided by the GM. It could simply be that the character is deeply scarred or will henceforth suffer from a limp. More serious effects can include the loss of limbs or eyes, and the reduction of the character's Physical Attributes and/or Mental Attributes.

The player may have some preference; scars, an eye patch or hook (perhaps, on technically advanced parallels, a prosthetic limb) can add to the characterisation of the PC.

Technically Dead: 0 to minus one half of total HP.

Medical:

A medical roll, at -30% is required. If the roll is made the character will make a

complete, subject to GM decision, recovery.

Recovery: only possible if the Medical roll is made, the character HPs will immediately rise to "1" HP.

The Recovery Rate is then 1 HP per day, for 80 minus END days, then at 1 HP per hour until fully recovered.

Other Damage

As if being punched, stabbed or shot were not enough there are other ways of being injured that the characters may have to face in the course of their adventures.

Falls

It is not the fall which hurts, but hitting the ground.

Damage is calculated at 1D10 per ten feet. To a maximum of 10D10.

If a DEX roll is made (the character twists round to land feet first and goes into a roll) then the number of dice rolled is reduced by one.

If the character lands on a soft surface, or is slowed in some fashion (such as passing through a forest canopy), the GM should reduce the damage by a further one or two dice.

Fire & Heat

Brief contact with fire or a very hot object will cause the character 1D10-5 damage.

Thus, using a red hot poker as a weapon (treated as a Club), does 1D10+1 *plus* 1D10-5.

Holding a burning or very hot object onto a character's skin will do 1D10 damage per Act.

The damage will have to overcome the Armour Rating of any armour that the character is wearing.

However, there is the chance that the Armour, clothing or hair of the character will catch fire itself.

This is rated at 20% plus 10% per Act that the "burning" object remains in contact with the clothing, etc..

Once the Armour or clothing has caught fire it will no longer protect against any damage done by the fire, but will still continue to protect against other attacks. The GM may rule, however, that after being alight for a certain number of Combat Rounds the Armour will have "burnt away."

The majority of clothing and armour can be treated as fire retardant, reducing this chance by -10%, for ordinary clothing, and up to -100%, for modern riot gear; which would give 9 Acts continuous contact with the fire before it would stand any chance of combustion.

See also the Thompson Mk II Spitfire Napalm Pistol, in the Bestiary.

Drowning

A character can hold their breath for END divided by 20 minutes.

If they know they are going to be immersed they can attempt a Swim roll to properly fill their lungs and gain a further 1D10 x 30 seconds underwater.

At the end of this limit the character can attempt a WIL roll each Combat Round to keep holding their breath.

Once this fails the character will take 1D10 HPs of drowning damage per Combat Round.

If he gets out of the water (or other liquid) then a successful Medical roll will recover all of this damage. Although a character who almost drowned will not feel like doing anything for the next few hours.

Psionic characters can use Biosphere to extend the time they can spend immersed. See Psionics, page 85.

Explosives

Explosives generally cause damage in a radius around the centre of the explosion. Certain shaped charges may be designed to channel the power of their *blast* in a chosen direction; a process that successful use of **Demolitions** skill can duplicate.

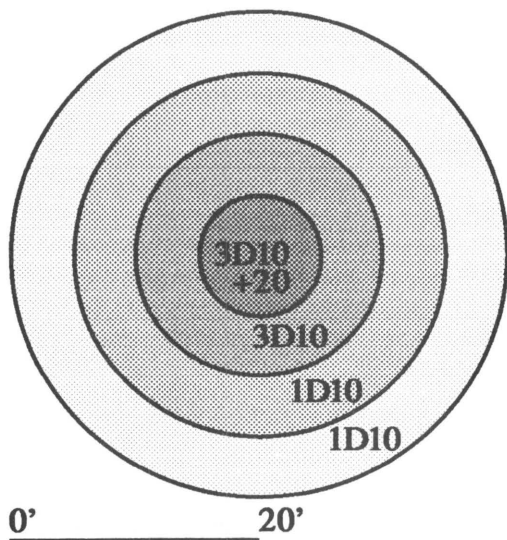
The damage reduces as the distance from the explosion's centre increases.

Damage decreases by half for every 5' of radius beyond the first 5'.

The minimum Damage possible is 1D10 up to the limit of the Blast radius.

If the explosive has a damage modifier — eg. 3D10+20 — it is lost after the first 5', rather than the damage being halved.

So a grenade which does 3D10+20 Damage and has a blast radius of 20' does damage as illustrated.



Grenades

In LARP the players may encounter grenades varying from "black-powder" bombs in iron balls, through "smart" infantry grenades, with electronic safeguards which prevent them exploding within range of a "friendly" soldier, and the deadlier weapons of Disruptor Knights.

Grenades cause damage through the force of the explosion and by the shrapnel which is driven by the force of the explosion.

There can be considerable variation of the area "blanketed" by a single grenade. This is mostly due to the terrain in which it explodes.

The central explosion area remains fairly constant, but the outer area can vary because, for example, shrapnel will travel further (bouncing and skipping) over concrete than it will over grass.

The rules, however, ignore this and, in fact, weaken most grenades in favour of giving a better chance of surviving being caught in the blast.

Other Explosives

These will be the devices prepared by characters using **Demolitions** or **Explosives, Basic** skills.

Most will consist of a certain amount of explosive. So, to calculate the Damage Rating, just multiply the basic "damage unit" of the explosive by the amount used.

The Blast radius is determined by the type of explosive.

The character makes a Demolition roll to make the device. If they fail the device will not work — or may explode in nothing more than a puff of smoke.

If the roll is failed by 40% or more there is a chance that the explosive will blow up on the character. This is a percentage equal to how much the roll failed by *less* forty.

With certain *modern* explosives such accidental detonation is practically impossible.

When placing (rather than throwing) an explosive device the character can make a further Demolition roll which can increase the damage or effectiveness of the explosive.

The Damage is modified by the appropriate Damage Multiplier. The effectiveness is increased by the Conflicting Skill Modifier.

Note that the Blast radius remains the same.

For example, Jason has Demolition 63%. He makes a bomb and places it under a Disruptor Bishop's car.

The bomb is made from a pound of plastic explosive, giving $4D10=20'$.

Jason plants the bomb with a Demolition roll of "08," the Damage Multiplier is x2, so the bomb will do:

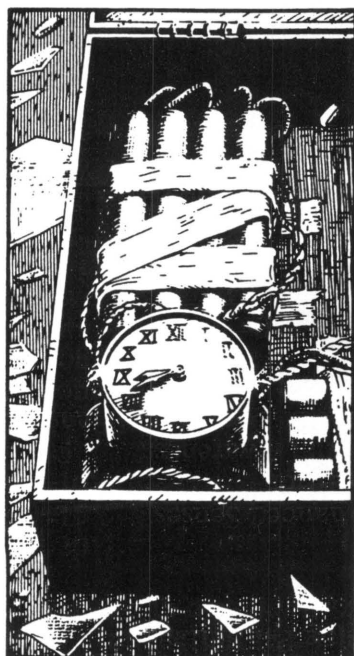
$8D10=5'$
 $4D10=10'$
 $2D10=15'$
 $1D10=20'$

If Jason wanted to disable the car (say for a kidnap attempt on the Disruptor Bishop) he would use a small amount of explosive and place it in a crucial position.

In this case he uses a quarter pound and rolls a "23," a $\pm 10\%$ Conflicting Skill Modifier.

The GM rules this as an attempt to **Break** the car's axle, for guidance he turns to page 50 and rates the axle's chance of surviving at 30% (Quality metal, but not designed to withstand attacks, therefore he halves the survival chance; were the vehicle an Armoured Car it would be a different matter.)

This is modified to 20%, a "55" is rolled and the car's back axle is blown in two...



GRENADES

	Damage	Blast Radius	
Type 1	2D10	15'	
Type 2	2D10+10	20'	
Type 3	2D10+10	25'	
Type 4	3D10	20'	
Type 5	3D10+10	20'	
Type 6	3D10+20	25'	
Type 7	4D10+20	25'	
Type 8	3D10+20	25'	A
Type 9	4D10+20	25'	A
Type 10	5D10+20	25'	A

A: Smart Bomb — Up to 30 minute timer and/or a 10' proximity fuse

Type 1 — Primitive "cast iron" bomb.

Type 2-4 — World War I equivalents.

Type 4-5 — World War II equivalents.

Type 5-8 — Contemporary grenades. (Eg. a Type 6 would be a modern fragmentation grenade.)

Type 8-10 — Special Grenades. Additional capabilities to be defined by the GM.

EXPLOSIVES

	Damage	Blast Radius
Grade 1	1D10-5 per lb	0' + 5'/Unit
Grade 2	1D10 per lb	5' + 5'/Unit
Grade 3	1D10 per 8oz	0' + 5'/Unit
Grade 4	2D10 per 6oz	0' + 5'/Unit
Grade 5	2D10 per 3oz	0' + 5'/Unit
Grade 6	1D10 per 4oz	5' + 5'/Unit
Grade 7	2D10 per 3oz	5' + 5'/Unit
Grade 8	2D10 per 2oz	5' + 5'/Unit
Grade 9	2D10 per 1oz	5' + 5'/Unit
Grade 10	2D10 per ½oz	5' + 5'/Unit

Grade 1-2 — Gunpowder of poor to fine quality.

Grade 3-4 — Nitroglycerine based explosives, dynamite.

Grade 4-6 — TNT and ANFO, which is a commercial *blasting* explosive.

Grade 7-9 — PETN (a rather sensitive explosive) through cyclonite (a common military explosive basis) and plastic explosives. Plastic explosives are cyclonite mixed with oils and waxes.

Grade 9-10 — Cyclonite, TNT and aluminium mixes - very powerful.

For example, Semtex is rated as Grade 7. A 1lb charge would consist of 5 Units. It would do 10D10 Damage and have a (rather un-realistic) Blast Radius of 30'.

With such a Blast Radius, however, the PCs might just be able to flee in time, should they encounter such a bomb.

COMBAT TABLE ONE

Hand to Hand Skills

	SP	FP	Damage	Sub-skills
Fist	40%	None	1D10+DB	Bone Breaking, Damage, Nerve Strike, Parry Bonus.
Kick	30%	+10%	1D10+DB	Bone Breaking, Damage, Jump Kick, Nerve Strike, Parry Bonus.
Grapple	30%	+10%	1D10+DB+2	Body-Block, Bone Breaking, Damage, Locks, Nerve Pinch, Parry Bonus, Throws.

Hand to Hand Sub-skills

	SP	FP	SC
Body-Block	None	+10%	—
Bone-Breaking	None	—	5 to A; 10 to B; 20 to C
Damage	Special:	2 LPs per +1 to DB	—
Dodge Bonus	—	+10%	—
Jump Kick	None	+15%	— ♦ 2 Acts
Nerve Strick & Nerve Pinch	None	—	10 to A; 15 to B; 25 to C
Parry Bonus	—	+10%	—
Throws (Trips)	5%	+10%	— ♦ 2 Acts
Locks	5%	+10%	— ♦ 2 Acts

Damage Bonus — DB

STR+10-3
Fractions are dropped.

Page 43

Dodge

DEX+2
Fractions are dropped.

Page 39

Hand Held Weapons

Weapon Groups	SP
Chain/Rope	15%
Club	25%
Garrote	15%
Knife/dagger	30%
Short Sword	15%
Long Sword	15%
Other Swords	15%
Pole-Arms	15%
Whips	20%

Hand Held Weapons — Sub-skills

	SP	FP	SC
Bone Breaking	None	—	5 to A; 10 to B; 20 to C
Damage	Special:	3 LPs per +1 to DB	—
Disarming	"Max A"	+5%	—
Entangle	5%	—	—
Nerve Strike	None	—	10 to A; 15 to B; 25 to C
Parry Bonus	—	+10%	—
Quick Draw	—	—	10
Two Weapon Use	—	—	10 per off-hand weapon
Weapon-Breaking	"Max B"	+5%	—

Hand Held Weapons — Damage

Chain & Rope		Short Sword	
Chain	1D10+1	Gladius, Wakizashi	2D10
Kawanga		Broadsword	2D10+2
-Grapple	1D10+1	Long Sword	
-Rope	1D10	Rapier	2D10
Kusari-Gama		Longsword, Katana	3D10
-Sickle	1D10+2	Scimitar	2D10+2
-Chain	1D10+1	Other Swords	
Kyoketsu-Shogi		Bastard sword	3D10+3
-Blade	2D10	Great sword, No-dachi	4D10 ♦
-Rope	1D10	Pole-arms	
Rope	1D10	Short spear	1D10+2
Club		Long spear	3D10
Stick	1D10	Naginata	2D10+2
Light mace, Hatchet	1D10+2	Pike	3D10+3 ♦
Heavy mace, Battle axe	2D10+1	Whips	
Quarter staff	2D10	Bullwhip/other	1D10
Flail	1D10+2	Cat-o'-nine-tails	1D10+2
Warhammer	2D10	Knout	2D10 ♦
Greathammer, Greataxe	3D10 ♦		
Garrote	Special; pg. 51	♦ — These weapons take 2 Acts to use.	
Knife/Dagger		One in which to ready the weapon,	
Small blade, Scalpel	1D10	one in which to strike.	
Dagger, Sai	1D10+2	All are rather large & cumbersome.	

COMBAT TABLE TWO

Hand Hurlled Weapons

Throw
DEX+5+20

	SP
Thrown knife	Throw -5%
Shuriken	Throw -10%
Spear/Javelin	Throw -5%
Bolas ♦	Throw -5%
Thrown club/Rock	Throw -5%

♦ Bolas - 2 Acts to use

Hand Hurlled Weapons – Damage & Range

	Damage	Range		
		MIN	EFF	MAX
Knife, Sai	1D10+1	—	30'	50'
Shuriken	1D10	—	30'	60'
Javelin	2D10	10'	40'	100'
Rock	1D10	—	20'	40'
Thrown club, Bolas	1D10	(10')	40'	80'
Spear	2D10+1	10'	30'	70'
Sword	2D10	—	15'	30'

(Bolas - Min range)

Device Driven Projectile Weapons

All take 1 Act to reload

	SP
Atlatl	As Spear or Thrown Knife
Blow-pipe	10%
Bow	15%
(Crossbow	Used as Bow +5%)
Catapult	20%
Sling	15%

Device Driven Projectile Weapons – Sub-skills

Damage Bonus
As Hand Held Weapon Sub-skill

Disarm
As Hand Held Weapon Sub-skill; very rare

Quick Draw
Same as Hand Held Weapon Sub-skill

Device Driven Projectile Weapons – Damage & Range

	Damage	Bow-rating/Power-rating	Range	
			EFF	MAX
Atlatl	+5 to Damage		Range increased by x1.5	
Blowpipe				
Small	0 to 1		20'	30'
Medium	0 to 1		30'	60'
Large	0 to 1		40'	80'
Bows				
Short	Arrows &	+0	80'	130'
Long	Crossbow Bolts	+1	100'	250'
Comp. Short	Hunting 2D10	+1	100'	250'
Comp. Long	Barbed 3D10	+2	120'	300'
Geared		+3	120'	300'
Crossbows				
Pistol		+0	40'	70'
Light		+1	100'	250'
Heavy		+2	120'	300'
Geared		+3	120'	300'
Catapult				
	Shot			
	Solid 1D10	-5 to -3	25'	40'
	Other 1D10-5	-2 to -1	30'	60'
		0 to +2	50'	80'
Slings				
Sling	Shot		60'	100'
Staff sling	— As above		80'	130'

Advanced Projectile Weapons

	SP
Handgun	20%
SMG	20%
Rifle	25%
Shotgun	25%

Recoilless weapons at +5%

Advanced Projectile Weapons – Sub-skills

Damage
User must be practised with the weapon

Double Tapping
Negates the burst/auto modifier

Quick Draw
As previous sub-skill

Advanced Projectile Weapons – Damage Ratings

Pistol, Rifle & SMG			Laser		Reloading an Advanced Projectile Weapon can take from 1 to 2 Acts for the "lighter" weapons, to 1 or 2 Combat Rounds for "heavy" weapons.
[1]	1D10	[6]	5D10+10	[1] to [8]	
[2]	2D10	[7]	6D10+10		
[3]	3D10	[8]	7D10+10		
[4]	4D10	[9]	7D10+20		
[5]	5D10	[10]	8D10+20		
			Shotgun		
			Pellet	[1] to [3]	
			Solid	[2] to [8]	

COMBAT TABLE THREE

Name	Damage	Range		Pen	Burst	Auto	Mag
		EFF	MAX				
BLACK POWDER ARMS							
Musket	-light	1D10	40'	60'	—	—	1 shot
	-heavy	2D10	40'	60'	—	—	1 shot
Musket rifle		3D10	70'	100'	—	—	1 shot
Note: It takes 3 Acts to reload a Musket							
AIR GUNS							
.22 Air-pistol		1D10	40'	60'	—	—	1 shot
.22 Air-rifle		1D10	50'	75'	—	—	1 shot
Note: Both take 2 Acts to reload & can fire a Dart, which does 0 Damage							
HANDGUNS							
.22 Rimfire		1D10	50'	75'	—	—	1 shot
.22 Revolver		1D10	40'	60'	—	2	5 to 7
.22 Magnum		2D10	45'	70'	—	2	5 to 7
.32 Revolver		2D10	45'	65'	—	2	5 to 6
.32 Automatic		2D10	45'	65'	—	3	8 to 15
.38 Revolver		3D10	45'	70'	5	2	5 to 6
	or	4D10	45'	70'	5	2	5 to 6
.38 Automatic		3D10	45'	65'	5	3	8 to 10
	or	4D10	45'	65'	5	3	8 to 10
.357 Revolver - Magnum		4D10	50'	70'	5	2	5 to 6
9mmP Automatic		4D10	50'	70'	5	3	8 to 20
.45 Revolver		4D10	45'	70'	10	2	5 to 6
	or	5D10	45'	70'	10	2	5 to 6
.45 Automatic		4D10	45'	65'	10	3	8 to 12
	or	5D10	45'	65'	10	3	8 to 12
Note: Revolvers take 2 Acts to reload - 1 Act if using a "Speed-loader"							
Automatics take 1 Act to reload							
13mm Gyrojet		3D10	40'	60'	—	—	6
Fires rocket projectiles							
LASERS (No recoil)							
Type 1		1D10	30'	60'	—	—	10 to 20
Type 2		2D10	40'	80'	—	—	10 to 20
Type 3		3D10	55'	110'	—	—	10 to 20
Type 4		4D10	75'	150'	—	—	10 to 20
VIBRO-BEAMER (No recoil)							
Model 1	-Tight beam	4D10+10	40'	80'	10	2	6
	-5' spread	4D10	30'	60'	5	2	↑
	-10' spread	1D10	25'	50'	—	2	↑
Model 2	-Tight beam	5D10+20	75'	150'	15	2	8
	-5' spread	5D10	60'	120'	10	2	↑
	-10' spread	2D10	45'	90'	5	2	↑
SUBMACHINEGUNS							
.25 Machine pistol		2D10	40'	60'	—	6	-10% 12 to 20
7.65mm (Skorpion)		3D10	35'	55'	—	5	-20% 10 to 20
9mmP Standard SMG		4D10	40'	60'	5	5	-10% 20 to 30
Uz1 9mmP		4D10	70'	110'	5	5	-10% 20 to 32
-Mini-Uzi		4D10	40'	60'	5	5	-20% 10 to 25
Heckler & Kock MP5		4D10	85'	130'	10	3	-5% 15 to 30
Ingram MAC-11		4D10	35'	55'	5	5	-10% 16 to 32
Ingram MAC-10		4D10	40'	60'	5	5	-10% 16 to 32
	or	5D10	35'	55'	10	4	-20% 16 to 32
Sterling L2A3		4D10	30'	45'	5	5	-10% 22 to 34
AKR Soviet SMG		4D10	40'	60'	5	4	-10% 15 to 30
5mm Caseless SMG		4D10	90'	135'	5	5	-5% 40 to 60
-A very modern SMG. Low recoil and a very large magazine							
M177 SMG (5.56mm)		4D10	40'	60'	5	5	-10% 20 to 30
SMG reckoner: Light — as .25 or 7.65. Medium — as 9mmP Standard. Heavy — Ingram MAC-10 and M177.							

COMBAT TABLE FOUR

Name	Damage	Range		Pen	Burst	Auto	Mag
		EFF	MAX				
MACHINEGUNS							
7.62mm M60	5D10+10	65'	100'	10	5	-15%	100 Belt
7.62mm MAG	5D10+20	65'	100'	10	10	-20%	50 Belt
5.56mm M214	4D10	80'	125'	5	20	-10%	1000 Drum
— May only be fired from a tripod or vehicle mount; Range and Auto already adjusted							
Firing from a mount can increase the Range and decrease the Auto modifier of any Machinegun.							
Mounts include bipods, tripods and vehicle housing. The Range is increased by a quarter and the							
Auto modifier reduced by 5%. For example,							
7.62mm MAG — Bipod	5D10+10	80'	125'	5	10	-15%	50 Belt
RIFLES							
.22 Lever action	1D10	70'	105'	—	2	—	5
.30 Carbine	2D10	100'	150'	—	2	—	15
.303 Enfield	3D10	160'	240'	5	2	—	5
.30-30 Lever action	3D10	130'	190'	5	2	—	6 or 8
.30-06 Bolt action	4D10	160'	240'	5	2	—	5
7.62mm Rifle	5D10	150'	230'	10	2	—	5 to 20
.375 Big game rifle	5D10+10	150'	230'	15	—	—	3 to 5
.444 Big game rifle	6D10+10	140'	210'	20	—	—	3 to 5
.460 Elephant gun	7D10+10	120'	180'	25	—	—	3 to 5
ASSAULT RIFLES							
M16	5D10	150'	230'	5	4	-10%	20 to 30
L85 (Infantry Weapon)	5D10	140'	210'	5	5	-10%	20 to 30
AK47 / AKMR	4D10	140'	210'	5	5	-15%	20 to 30
SHOTGUNS							
Double Barrelled Shotgun	Pellet	40'	60'	—	2	—	2
	Solid	50'	75'	5	2	—	2
Pump Action Shotgun	— As Above except Mag of 6 to 12						
H&K Combat Shotgun	12 Gauge	40'	60'	5	5	-10%	10
Shotguns do damage based on Gauge, as follows — Heavier loads and gauges are possible.							
	Pellet	Solid		Pellet	Solid		
20 Gauge	1D10	2D10		12 Gauge	3D10	4D10 or 5D10	
16 Gauge	2D10	3D10		10 Gauge	3D10	5D10 or 5D10+10	
HEAVY LASER WEAPONS (No recoil)							
Laser Type 5 - Carbine	5D10	100'	200'	5	—	—	10 to 20
Laser Type 6	5D10+10	120'	240'	5	—	—	10 to 50
Laser Type 7	6D10+10	120'	240'	10	—	—	10 to 50
Laser Type 8	7D10+10	150'	300'	10	—	—	10 to 50

ARMOUR & SHIELDS See page 64 for an explanation of the Armour Rating format.

Armour — Ancient		Shields — Ancient		Shields — Modern	
Leather	5 (0) [0]	Light	10 (0) [0]	Riot — Light	10 (5) [1: Bullets]
Ringmail	10 (0) [0]	Medium	15 (5) [0]	Riot — Heavy	20 (10) [4: Bullets]
Chainmail	15 (5) [0]	Heavy	20 (5) [0]	Sapper Shield	40 (15) [7: Bullets]*
Plate armour	20 (5) [0]	*: Takes both hands to lift, can be set up on a prop giving 20% cover.			

Armour — Modern

Light Ballistic	Upper & lower torso 10 (10) [4: Bullets]	Other locations 10 (0) [2: Bullets]
Advanced Ballistic	Upper & lower torso 15 (10) [4: Bullets]	Other locations 10 (5) [4: Bullets]
Kevlar Body Suit	10 (15) [5: Bullets]	
Riot Gear	20 (5) [3: Bullets]	
Heavy Riot Gear	25 (5) [3: Bullets]	
Infantry Armour	Upper & lower torso 20 (10) [5: Bullets]	Other locations 10 (5) [4: Bullets]

Helmets

Ancient "Helmets" have the same Armour Rating as the most similar type of Armour — ranging from the leather coif to the full plate helm.

Steel military helmets (c. WW II) have an Armour Rating of 20 (5) [2: Bullets]

Modern alloy, plastic and carbon fibre helmets have an AR of 30 (10) [6: Bullets]

Note to Total Protection: "Bullet Proof" armours offer much the same protection against most Hand Hurlled and Device Driven Projectile Weapons. The TP rating can be applied to any attack the GM decides would be so protected against.

Psionics

Psionic Energy is the binding force of the multiverse.

It permeates everything and everyone, existing across the parallels and *between* them.

The *shape* this energy takes is called the Psi-matrix.

Everything which occurs in the physical multiverse has an effect on the Psi-matrix. Causing energy fluctuations, ripples and eddies within it.

Some of these energy changes manifest themselves in the physical multiverse as strange and inexplicable phenomena — the laws of normal physics have little to do with the functions of the Psi-matrix.

A psionic can, by sheer force of will and by utilising his own Psi-energy, wrest certain effects from the Psi-matrix. These mental abilities are the Psi-skills which follow.

Some of these psychic abilities are such a part of the psionic's being that he does not have to exert any effort or Psi-energy to use them.

These are called Talents, and are psionic abilities which function as *sixth senses*, extending the psionic's perceptions beyond the human norm.

Psionics are not easily defined. They are subject to sudden and random change, as the Psi-matrix changes. The exercise of these strange skills can have eldritch and sometimes fatal consequences, nor are they to be relied upon to function in a consistent manner.

Small wonder that ZeroZero is one of the few parallels on which Psionic skills are recognised as a science.

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Creating the Psi-Active Character

During character creation the GM and players must decide between themselves which characters are to be *active* psionics.

This will not always be easy. As many players will see *active* psionic characters (Psi-active) as being the ultimate type to play.

However, this is not the case, the psi-active character simply has access to a different range of skills. The use of which can often cause more complication and danger to the PCs than utilising more mundane methods.

The question of who is, or is not, to be an active psionic is best resolved through mutual agreement. If this fails the GM will have to either give his ruling on the matter, or let the dice or a draw from a pack of cards decide.

Players who are disappointed in the draw can be compensated, to some extent, by being allowed to select a psionic **Talent** or two.

After agreeing which characters are to be Psi-active the GM should tell the player creating the character of any limitations or hints to bear in mind when selecting Psi Skills.

The range of Psi Skills available to a PC can be limited by the nature of the Parallel they live on or the preferences of the GM.

The former is a restriction imposed by either the nature of the Psi-Matrix in the PC's corner of the multiverse, or the genetic capability of the character.

If there is a genetic restriction this might be either random, or the product of manipulation by either the Disruptors or some other force.

The latter is entirely up to the GM. He could simply be fed up with a player who *always* plays Psi-active characters and *always* selects Psychokinesis.

It might be that the GM has written or bought adventures which require a certain group of Psi Skills, or restrict the range of Psi Skills available to the PCs.

Finally the GM might want to restrict the power and abilities of the Psi-active character to maintain balance within the PC team.

It can be very boring for the other players to continually watch one player's character save the day, get all the glory and do all the interesting bits in a adventure.

One major aspect to be considered in creating the Psi-active PC is whether or not their character is already aware of, and using, their Psi Skills, or if they are Latent.



"Totally unexpected, this was the first unleashing of my psychokinetic powers. It confirmed the revelation. I recoiled from the responsibility . . . I wanted no part in it. Now I was running not only from the Disruptors but also from myself."

The *typical* pattern of beginning adventures makes the provision that any Psi-active PCs are latent.

This is any easy hook to hang part of an adventure on: one of the PCs has his dormant psionic powers activated by something, events follow on from this, the reaction of the now Psi-active PC and his friends (the other PCs) provide an interesting area of character interaction.

Latent psionics can sometimes go several adventures before having their powers realised by either circumstance or active research on the PC's part.

The GM can also decide that a PC with Non-active Psi is actually a latent psionic, and spring a surprise *awakening* during a scenario.

This also provides the GM with a handy escape clause should the Psi-active PC (or PCs) end up dead during the course of an adventure.



Purchasing Psi-Skills

The player purchases Psi-skills in much the same way as Life Points are used to purchase other skills. Instead of Life Points the player has a number of points equal to their PSI Attribute with which to purchase Psi-skills.

The number of Psi-skills and Talents he can choose is usually determined by PSI divided by 10, round down.

For example, a character with a PSI rating of 69 would have an initial maximum of 6 Psi-skills and 69 points with which to purchase them.

Alternatively the GM can decide the maximum number of Psi-skills.

Enhanced Senses

Most Psi-skills are bought at a Starting Percentage (SP), which costs one point, they are then increased on a point for point basis.

Talents are an exception. All cost ten points, a one time only purchase.

Non-active Psi characters can (if the GM allows) select a number of Talents equal to their PSI divided by twenty, round down. Or, as before, the GM can decide how many the player can choose.

PSI Training

ZeroZero can offer training in the use of certain Psi-skills. Full details on this are given in the GM's section.

If a Psi-active character is being created as part of an experienced ZeroZero team than there is a fair chance that the GM will award a bonus increase to certain Psi-skills.

The character should be created as normal by the player, then handed to the GM for this final adjustment.

PSI Skills

Talents

These are the *lesser* Psi skills, sometimes available to Non-active Psi characters.

Each Talent costs 10 points to purchase.

Enhanced Senses

The character gains the following bonuses to their Senses.

Listen:	+10%
Observation:	+20%
Scent:	+5%
Taste:	+5%
Touch:	+10%

In addition to these bonuses their senses extend a little beyond the normal human ranges.

They can hear higher and lower pitched noises than is usual (useful for detecting hidden electrical devices, by the

Intuition

faint *hum* they make) and see further off either end of the colour spectrum; they also have excellent night-vision, equal to normal sight at twilight.

Intuition



The character can *instinctively* sense patterns in the Psi-matrix.

This Talent can warn of possible danger, alert the character to anything unusual and guide them where rational thought fails, as follows:

- **Danger:** The GM will make a D% roll against the character's PSI to see if they get any fore-warning of a source of possible danger. This *danger-sense* is usually restricted to the character, but can be extended to people they know and love.

The GM will inform the character that they "have that certain tickle at the back of your mind," or "You have a feeling of vague dread and uncertainty — something isn't right here."

Intuition is not specific enough to pinpoint the source of the danger.

- **General:** When the characters come across something significant Intuition might point it out.

The GM makes a D% roll against the character's PSI.

This might be as vague as a note to the player saying that they have a strange feeling about the building they are about to enter. To telling them that they *know* there is something of interest in a desk in

Spatial Awareness

Time & Directional Sense

a room that they have gone into in the building. Right down to instructing them "You take out the bottom drawer of the desk and turn it over, without knowing really why. There, taped to the bottom, is an envelope."

Intuition also affects how fast a character can learn things; they instinctively know how to pick things up.

When on a different parallel the character with Intuition will be able to adopt a native accent, adjust their manners of both speech and dress, and generally fit in with a minimum of effort.

Spatial Awareness

The character has perfect balance and co-ordination.

They instinctively know where they are in relation to things in their immediate surroundings; they never knock over ornaments, or trip over uneven paving stones.

They gain the following bonuses to their Physical skills.

Climb:	+10%
Deftness:	+15%
Hide:	+5%
Jump:	+10%
Stealth:	+5%

In addition to which any skill requiring good hand to eye co-ordination gains a bonus of +5%.

These are:

Acrobatics	Mechanics
Arts	Pick Locks
Crafts	Pick Pockets
Drive Vehicle	Pilot Aircraft
Escape Artist	Ride
and <i>any</i> Weapon skill.	

In combat situations characters with this skill will have a good tactical awareness of where everyone is, who has used what weapon and so on.

Time & Directional Sense

The character knows what time it is without the need of a watch.

They also know where they are in relation to any fixed landmark, as well as

Other Talents

being able to point in any direction of the compass.

Characters with this Talent often feel nauseous when they first arrive on a new parallel, whilst their Talent sorts out the subtle differences between this Earth and the previous one.

A character with this Talent can also find their way around in an unfamiliar building; they have an uncanny knack (GM: roll under PSI on D%) for finding stairwells and doors.

They can also look at a building and give a fairly informed guess as to its layout (PSI roll), in much the same way as an Architect skill roll can.

This Talent can be split into its two components, resulting in a Time Sense Talent OR a Directional Sense Talent, each costing 5 points.

Other Talents

More specific Talents, designed by the GM or players can be introduced as required.

These can vary in cost from 5 to 10 points depending on how powerful the GM decides they are.

For example, a character with Art-Painting as a skill wants to play a character who makes exceptionally good forgeries of paintings.

The nearest equivalent Talent is Spatial Awareness, which will increase their Art skill, but this does not quite fit the bill.

The GM decides instead on creating a Copyist Talent, costing 5 points, which enables the character to make near perfect copies of original Old Masters.

To begin with the character does not have Forgery itself as a skill. Should they learn it later, then the Copy Talent would give a bonus, of +50%, when the character was forging something that relied on a good reproduction of something like a signature.

Another character might want to play an exceptionally skilled gambler.

The resulting Cardsharp Talent (or whatever the GM and player decide to call it) would combine limited aspects of Intuition, Psychometry (to literally "read" the cards) and Precognition.

Such Talents can give an idea of the sort of full blown PSI skills that the character might develop if they are later found to be a latent psionic.

Psi-Skills

Purchasing Psi-Skills

As noted previously: one point to purchase at the SP, one point per percentage point there after.

Any exceptions are noted in the Psi-skill descriptions.

Using Psi-Skills

Each Psi-skill is made up of the following elements

Range: Where applicable this is the range at which a Psi-skill can be used. For certain skills it gives the radius of a sphere within which the Psi-skill operates.

Psi-skill rating: The character's basic chance to use the skill. Or, for a Psi-skill which is continually operating, the chance for it to successfully perform when it has something to act upon.

Effect: What the Psi-skill does. There are certain basic uses to which each Psi-skill can be put. Beyond these are various *Special Effects* that require additional effort.

Many of these *Special Effects* allow one Psi-skill to act somewhat like another one would.

For example, the use of Bio-sphere as Telepathy to implant basic emotions when someone is within the range of the Bio-sphere.

This reflects the inter-related nature of the various Psi-skills.

They are all part of the larger consciousness, and a *fully* aware psionic

character would have access to all Psi-skills, Talents and beyond.

Unfortunately this is a level of consciousness which would drive most people insane, or cause them to transform into something beyond human comprehension.

Certain Psi-skills are operating all the time, others have to be "willed," or "powered" into operation by the character using them.

To use such a Psi-skill the character must first spend a Psi point to **power** the Psi-skill. In all cases it costs one point to **power** the skill.

Further Psi-points can then be spent to enhance the Range, the chance of the Psi-skill working and it's Effect.

For Psi-skills which are operating continually, the character has to spend a Psi-point (in addition to any other Psi-points they choose to spend) when they want to use that skill for a specific *Special Effect*.

When resisting a Psi attack Psi-points can be used to increase the *effective* WIL of the character.

Which increases their chance of surviving the psychic onslaught.

Psi-points

A character has a number of Psi-points equal to their PSI attribute.

This total can be increased through the use of Psi-enhancing drugs, the use of certain technology and the effects of the Psi-matrix.

Recovering Psi-Points

A character recovers Psi-points naturally through rest or meditation.

Psi-Point Regeneration Rate (Psi-RR)

This is the number of Psi-points a character will recover per hour of rest. This can be sitting at rest, or sleeping.

The current conditions of the Psi-

matrix can also effect the rate at which Psi-points are recovered.

PSI-RR is calculated as:

PSI divided by 10, any fractions are dropped.

Meditation

The character must first attain a relaxed state, opening their mind to the Psi-matrix.

This requires a successful WIL roll. One WIL roll can be attempted every half hour. The character may have to also roll to remain Determined, see page 18.

Once they have attained a meditative state of mind they will recover twice as fast; in effect Psi-RR per half-hour.



Psi-points can also be recovered by the use of drugs, *Wildcard* effects in the Psi-matrix and the channelling of Psi-energy into the character; either from a willing or unwilling subject.

Zero Psi-Points

Once a characters Psi-point total is reduced to zero, or below, they lose all their Psi-skills, but *not* their Talents.

NOTE: A character's Psi-point total can vary from zero (or lower, in which case they are in serious trouble), to higher than their normal maximum (PSI) if enhanced by something.

Their normal PSI Attribute remains the same, however.

Some Psi-skills and effects distinguish between PSI and the character's current Psi-point total, so it is important to be clear which one is being referred to.

Range

Each Psi-active character's Psi-skills operate at a Base Range determined by their WIL.

Base Range = WIL ÷ 10.

Psi Range Table

(Range Level = Range in Feet)

1 = Touching	7 = 200'
2 = 5'	8 = 500'
3 = 10'	9 = 1200'
4 = 20'	10 = 3000'
5 = 50'	11 = 7500'
6 = 100'	12 = 18000'

To calculate further range levels: Double the current range level, and add the previous one:

For example, to calculate Range Level 13:

$$13 = (18000' \times 2) + 7500' = 43500'.$$

Increasing the Range

When using a Psi-skill the character can extend their base range at a cost of 10 Psi-points per range band.

Psi-Skills List

Each Psi-skill is given a brief description, followed by details of the basic uses of the skill. Finally the special uses and other implications of the skill are touched on.

Psi-skills will ordinarily function at the skill rating they were bought to.

This percentage may be increased by spending Psi-points. Each Psi-point used in this fashion will increase the Psi-skill rating by 5%.

•Biosphere•

For Psi-skills which operate all the time the increased Psi-skill rating will last for a number of hours equal to Psi divided by 10, fractions are dropped.

The adjusted skill rating is the *current* Psi-skill rating.

When performing a special use of a Psi-skill which is operating continually it requires 1 Psi-point to *power* the skill for that *particular* use.

This is in addition to any further costs noted in the Psi-skill description.

Biosphere

SP: 20%.

This Psi-skill enables the character to control their physical body and the psionic "aura" which surrounds them. It is sometimes known as ESP; Extra Sensory Perception.

Characters with this skill generally enjoy the best of health and tend to recover swiftly from any illness or injury they may suffer.

In addition they are sensitive to things happening around them, in particular events which have an effect on the Psi-matrix.

The Biosphere is always in operation.

The Biosphere surrounds the character in a sphere up to the Base Range.

This range may be increased as noted under Range; the current range will be eroded at the rate of 1 Range Level every ten minutes, until the Biosphere is reduced to its original Base Range.

This is because the increased, unnatural, interaction with the Psi-matrix is very difficult to sustain.

Whenever anything or anyone unusual enters the Biosphere, or changes its nature within the Biosphere, the current Biosphere Psi-skill rating is checked (D% roll) to see if the character perceives this change.

It is up to the GM to decide what might trigger such ESP.

The information supplied by a successful Biosphere roll gives only general information.

The character would be made aware of includes the following:

- A person or significant object they have encountered before.
- Encountering a ley-line, or other notable "flux" in the Psi-matrix.
- Unusual Biospheres; such as noting a Russian Biosphere against a "background" of native French ones, whilst in Paris.
- Noting someone in the heights of passion; whether it be fear, hate or love.

The character can spend a Psi-point to actively search within their Biosphere for something.

Their chance of locating it, if it is there, is equal to the current Biosphere skill rating; which may, of course, also be increased by spending further Psi-points.

The GM may call for a specific Result Area if the player is being very exacting with their requirements.

A character able to use their Biosphere can automatically reduce their Psi-profile, see page 97.

Special uses of the Biosphere

These fall into two areas: those which affect the character, and those which affect the Psi-matrix and physical surroundings within the Biosphere.

- **Healing.** The character can use their Biosphere to cure injury or illness. To successfully perform this a D% roll under the current Biosphere skill rating is required.

HPs are restored on a 1 HP for 1 Psi-point basis.

Poison or disease can be neutralised by spending 1 Psi-point per 5 points of the potency of the disease or poison.

The character can also "lay on hands" and heal someone they are touching.

If the PCs wants, or has, to cure from a distance it costs a further 5 Psi-points per Range Band over 1, AND the subject of the healing must be within the Current Range of the Biosphere.

- **Attack tumbling.** Any attack which takes place within the character's Biosphere can be "tumbled", the effect of which is to automatically shift the Dam-

•Enhancements•

age Multiplier of any attack which hits one column to the right.

To successfully tumble the attack a D% roll under the current Biosphere rating has to be made.

NB: This can be applied to any attack, Hand to Hand, Hand Hurlled or Projectile within or passing through the Biosphere, they do not have to be aimed at the psionic.

The cost is the 1 Psi-point required to power the special use, per attack.

The disadvantage is, of course, that the psionic will not know in advance which attacks will hit.

- **Pain blocking.** This will let the character ignore the results of any Critical Damage.

A D% roll under the current Biosphere skill rating is required.

Enhancements

SP: Special.

There are three separate area of Enhancement — Performance, Physical Attributes and Senses.

• Performance

For each point spent the PC gains a bonus which is added to the skill rating of all skills *except* Psi-skills.

Perhaps the most powerful Psionic Enhancement. This bonus is lost if the character's Psi-points fall to zero or below.

If a character with Performance attempts to do something they have no skill rating in, they must roll under their WIL on D%.

If they fail the Performance bonus cannot be applied to the *default* skill rating. If they succeed, the Performance bonus is applied as normal.

This Psi skill increases the character's "harmony" with the Psi-matrix. The most apparent effect of this is the improvement in how they do just about everything else.

However, characters with this Psi-skill can become dangerously dependent on it. Should they lose it for some reason they often become psychologically incapable

of doing anything unless forced to.

Should this happen to a PC the exact reaction is up to the player. The GM should stress that the PC will not carry on blithely as if nothing has happened.

• Physical Attributes

This enhancement is bought on a point for point basis. For every point spent the character gains a bonus which is added to a single Physical Attribute.

This bonus only functions whilst the character has a positive Psi-point total.

Should the PC's Psi-point total drop to zero or below they lose the bonus and the attribute(s) revert to the basic score.

A player can select this Psi-skill up to three times, and purchase a bonus for each Physical Attribute.

• Senses

SC: 10

This enhancement duplicates the effect of the Talent: Enhanced Senses. The character also has the option of further expanding their senses.

For every additional 5 points spent the character gains a sense beyond the accepted *normal* human range. These include:

Infrared Vision. The character can see into the infrared. They "see" heat sources. They are able to track following heat traces.

Ultraviolet Vision. The character's vision extends to the ultra-violet spectrum. They are never affected by extreme low-light situations.

Advanced Hearing. The character has about twice the normal human hearing range.

This includes the ability to hear ultrasonic noises, so the character can guide themselves by their very own sonar in total darkness.

- Bonus to Listen, +30%.

Advanced Sight. The character can focus their sight like a microscope or a telescope.

Normally this ability doubles the normal range of sight, however the character can double it again, then again, by spending one Psi-point per *doubling*.

However, this is extreme degree of vision is very disorientating, as the character can feel detached from their body.

A character with Advanced Sight can aim Hand Hurlled and other Projectile Weapons more accurately, thus the bonus.

- Bonus to Observation, +30%.
- Bonus to Hand Hurlled and Projectile Weapons, +10%.

Advanced Scent. The character can track by scent. They can also use their sense of smell to interpret emotions; note that this is subjective, and the character's nose may well mislead them: GM rolls D% against the character's Scent rating, if the roll is failed the GM gives false, or inconclusive information.

- Bonus to Scent, +30%.

Advanced Touch. The character's nerves are so sensitive they are aware of air pressures against their skin, even through clothing. They can feel vibrations through the ground.

In short, the chance of surprising the character is halved.

Other abilities include being able to read by touch the imprints of writing from the previous page of a note pad on the page underneath.

- Bonus to Touch, +30%.

Psi-matrix Perception. The character can attempt to see the Psi-matrix around them. This skill will show the "auras" or "life-pulses" of people, will enable the character to see ley-lines and Psi-matrix foci.

In order to use this sense the character must make a WIL roll for each Combat Round they want to look into the Psi-matrix.

Use of this sense has led to prophecies, madness and random travel between the parallels.

•Psychokinesis•

Other Enhanced Senses. These must be designed by the player or GM.

For example, a player may want a character who can perceive electrical waveforms, giving them a bonus of +30% to their Electronics skill, and the handy ability to tell (within Base Range) where and what is electrified.

As this would include the ability to detect the electrical currents present in any living form, the GM rules that a D% roll, costing 1 Psi-point and using PSI as the skill rating must be made to perceive extremely low voltages.

Psychokinesis

SP: 20%.

This Psi-skill allows the character to manipulate matter.

The most familiar use is in moving objects through sheer force of will. It can also be used to destroy objects; either exploding, imploding or otherwise damaging them. Psychokinesis can alter the temperature of objects or an area within the psionic's range. Finally, by expending a great deal of psychic energy the psionic can also attempt to "transmute" matter: as the ancient alchemist-psionics turned lead into gold.

- **Telekinesis - Moving Objects.** This costs 1 Psi-point per 5lbs of the object to be moved.

Once this is spent the object is *captured* by the Psi-skill, the object can then be moved by the psionic at a cost of one Psi-point per Action of movement.

To affect an unwilling animate object requires a successful Psionic Attack, see page 98.

How fast the object moves depends on spending further Psi-points; 1 Psi-point per 5 miles per hour. Acceleration is inertialess, due to the interaction with the Psi-matrix.

Telekinetically manipulated objects can be used as missiles. The chance of hitting is equal to the Psi-skill rating. Damage multipliers apply.

The damage done depends on the speed and nature of the missile.

Speed (mph)	Damage
Up to 10	None
15	1D10-5
20	1D10
25	2D10
30	3D10
35	4D10
40	5D10
45	6D10
50	7D10
60	8D10

For speeds over 60mph use 8D10 plus 5 per ten mph over 60mph.

For example, 100mph = 8D10+20.

Nature of the Missile

Fragile or soft: reduce the damage by 2D10.

Will break on impact: reduce the damage by 1D10.

Will not break on impact: NA.

Will penetrate into the target: plus 1D10.

Note that the object will move erratically, in anything but a straight line, as the *bubble* of Psi-energy enclosing it is buffeted by the Psi-matrix.

On some parallels the object will glow, or be accompanied by a noise.

Levitation. The power of flight. Because the psionic is using telekinesis on something they are intimately aware of (their own body) the cost is reduced to 1 Psi-point per 10lbs.

As the levitating psionic instinctively compensates for the vagaries of the Psi-matrix he can fly straight and level.

At speeds of over fifty mph the character may have a problem breathing. Most flights will be too short for this to be an issue.

- **Destroying things.** Psychokinesis can be used to explode objects and living things.

Inanimate matter (non-living materials) can be destroyed in a number of ways, and are far easier to affect than ani-

mate matter (living things) which have a "life-pulse."

The manner in which the matter is destroyed can vary dramatically, from blowing apart, to falling apart in a process similar to the natural aging and rotting. Living material has a fair chance of spontaneously combusting as a side effect.

Inanimate Matter

It costs 5 Psi-points per cubic yard of the object which is to be affected.

Due to the energy exchanges involved a further 1D10 Psi-points will be *drained* from the user; in extreme cases more can be lost.

This is not a Psi-skill to use when one's psychic reserves are low.

The Psychokinesis skill rating is rolled, if successful the matter is destroyed, in a manner determined by the GM.

Animate Matter

It costs 10 Psi-points per cubic yard (about average human volume) of the object which is to be affected.

As above a further 1D10 Psi-points are lost.

The Psychokinesis roll has to be successful.

Following this the psionic must overcome the WIL of their target; see Psionic Attacks, page 98.

If the target's WIL is overcome they will take 1D10 damage per additional Psi-point that the psionic spends to this purpose.

Flora has an effective WIL equal to 3D10+10.

Fauna has effective WIL equal to 3D10+20.

Chance of combustion: 100 *minus* the target's WIL, as a percentage.

- **Temperature.** It costs 1 Psi-point per 1 degree difference in temperature that the psionic wants to affect.

Inanimate matter can be affected both internally and externally.

Animate matter can only be affected externally.

This is for an area of approximately one cubic yard.

To increase the area, into any volume within the "sphere" of the psionic's Range Level, costs 1 point per Range Level up to the character's Base Range, 5 points per Range Level thereafter.

(Note: the character will have already have had to have spent 10 points per Range Level to extend their range, the five points per level to affect the temperature difference within this enhanced range is in addition.)

Extremes of temperature may cause damage and, in the case of increasing the temperature, combustion.

The change in temperature has to be maintained at the cost of 1 Psi-point per Action.

Once the character stops maintaining the temperature it returns to normal in 1D10 Acts, cooling or warming in the first Act to a temperature which will not do any damage.

- **Transmutation.** This is a more controlled use of the same principle as Destroying Objects.

Unless the character's Psychokinesis is enhanced by a Wildcard it will only work on Inanimate matter.

This skill will change a certain amount of matter, which need not all be of the same type, into one type of matter.

It costs 10 Psi-points per cubic yard of material to be affected.

The GM will make a WIL roll in order to see if the character has the correct mental state in order to effect the Transmutation, if the roll is failed the Psi-points are spent, but nothing happens.

In addition to any other costs "D%" (ie. 1 to 100) Psi-points are also "drained" from the psionic; making this a potentially fatal exercise.

It is easier to transmute one single type of matter into another: say lead into gold, than an assortment of metals.

•Psychometry•

Attempting to transmute a number of different types of matter requires an **A** to **C** Result Area on the Psi-skill roll; anything else is a failure. Turning one single type of matter requires a straight Psychokinesis roll.

The Psi-matrix reacts against this sort of tampering and unpleasant Wildcard effects often occur.

In addition to which the object very often spontaneously reverts to its original composition. This usually happens within the first 1D10 minutes after its transmutation.

Chance of reversion: 100 *minus* the character's WIL roll score, as a percentage.

Psychometry

SP: 25%.

This psi-skill enables the character to read the local Psi-matrix. This can be used to a number of ends.

- **Surrounding geography.** The character gains an impression of the layout of their local surroundings, in a radius up to the range level the character determines.

How detailed the information they get can depend on the Result Area of the psi-skill roll. In most circumstances the GM may decide how much information to give without reference to the roll.

A: Pin-point accuracy. The character gains a full three dimensional understanding of the area, with additional flashes of detail, such as events which have happened in the area concerned.

More importantly if the character is looking for a specific location, or object in the area, an **A** result will usually locate it.

B: Excellent accuracy. As **A**, but without the additional information.

C: Accurate. The character gains the knowledge as if it had been told to them, or presented in diagrammatic form.

They will be certain of the general plan of the area, but not what specific locations contain.

D: Poor accuracy. As **C**, but the impressions gained are about the general plan of the area, smaller or insignificant locations will be missed.

E: Least accurate. The character gains a vague idea of the layout.

They can point in the general direction of major locations, and give a rough estimate of the distances involved.

Unfortunately this use of Psychometry can be subject to trans-parallel influences.

The character could end up with knowledge of the area or building they are in as it exists (or does not exist) on another parallel.

The GM will determine when and if this happens.

If the location on the "transposed" parallel is similar the character will only know this has happened when they keep running into inconsistencies.

If the transposed location is greatly different they will know immediately.

- **Object reading.** The character uses Psychometry to pick up the psychic impressions imprinted in the Psi-matrix of an object, location or person.

The information received can be highly subjective and confusing.

What the character learns is determined by the GM. In general the character will get 1D10 distinct impressions from the Object Reading.

However, the character can specify a particular aim for this psychic probing.

This could be an attempt to gain some impression of the last person to handle an object, how someone came to die or to "back track" the last route taken by an automobile.

For complex requests the Psi-point cost can be increased by the GM. This should be in line with one point per "clause" in the request beyond the initial point.

The detail of the information can be determined by the Results Area of the Psi-skill roll, if the GM wishes.

A: Pin-point detail. As well as visual and aural impressions the character gets tactile and empathic information.

They will “feel” the temperature and weather of a past time, and will know the moods (or something of the thoughts) of the people involved.

B: Excellent detail. As A, but without the empathic impressions.

C: Accurate detail. The character sees and hears the impressions, although some may be either just visual or aural.

D: Poor detail. The impressions are jumbled and may be confusingly overlaid.

Most will be in the form of single visual images.

E: Least detail. As D, but with increasing distortion to the impressions.

Objects and people become transposed, multiple events merge into single images.

As before this can be subject to trans-parallel influence.

The character could get a number of impressions which relate to an object or person’s alternative existence on another parallel. When and if this happens is determined by the GM.

Additional difficulties arise when Psychometry is attempted against a Psi-active character, or someone with Disruptor implanted Psi-shields or abilities.

Psychometry vs. Biosphere

Characters with Biosphere project a selected “life-pulse,” in effect they can determine how much or what will be revealed about themselves should they be subject to a Psychometric probe by another character.

This is a natural consequence of Biosphere (thus the effect on a character’s Psi-Profile) and requires no effort on the part of the character with a Bio-sphere; although the GM should discuss beforehand with the player what “self-image” the PC with Bio-sphere will project.

If an A Result Area is rolled the Psionic using Psychometry will know that the character they are probing has a Biosphere, but not if they are actually hiding anything.

•Telepathy•

Should the Psionic want to “breach” the protection of the Biosphere they have to make a successful Mental Attack, followed by a further Psychometry roll; which must fall in Result Areas A to C.

Psychometry vs. Implanted Psi-shields

ZeroZero advises that this can often be hazardous to the Psionic attempting it; especially against Disruptor Knights.

See the GM’s section.

Precognition

All characters who have Psychometry are subject to Precognition; a Wildcard Psi-skill over which the character has no control.

Telepathy

This Psi-skill falls into three areas — Clairvoyance/Audience, Reception and Transmission.

Each must be purchased separately.

• Clairvoyance/Audience

SP: 35%.

The character is able to project their sense of sight and hearing into another area.

The exact practise of this Psi-skill is uncertain, it is often subject to trans-parallel influences. In which the character using it will see and hear events happening on another parallel.

Additionally the character’s state of mind can affect what they see and hear. This can mean that instead of witnessing what is actually happening the character may “overlay” the scene with their own wishes.

Clairvoyance/Audience in not restricted by Range in the normal sense.

However, if a character uses the appropriate Psi-points to bring the area they want to view within their Range there is far less chance of the Clairvoyance/Audience being subject to trans-parallel influence.

The chance of successfully using Clairvoyance/Audience in modifier by how well the character knows the area they wish to view.

Character is very familiar with the area: No modifier.
Area visited once: -10%.
An unseen area within the character's Psi Range: -15%.
Area made known to the character by Psionic means: -20%.
Area described in detail to the character: -30%.

The character can also find someone using Clairvoyance/Audience, if the person is well known to them or they have something belonging to that person in their possession.

The relevant modifiers are:

Person well known to the character: -20%.
Person made known to the character using Psionic means: -30%.
Personal object belonging to the person held by the character: -30%.

Note: anyone with a Psi-shield or Biosphere cannot be found by this use of Clairvoyance/Audience.

Precognition

All PCs with Clairvoyance/audience are subject to Precognition; a Wildcard Psi-skill over which the character has no control.

- **Reception**

SP: 10%.

The character can perceive the thoughts and emotions of people (and animals) within range of this Psi-skill.

How much information the character gets depends on the Result Area of the Psi-skill roll. The character can also spend additional Psi-points to either ensure that they achieve a certain Result Area, or to attempt various special effects.

The effects for the individual Result Areas are listed below.

The number in parenthesis is the number of *additional* Psi-points the character must spend to ensure that a successful Psi-skill roll will fall into that area, or better.

A: (20.) The character experiences the total current mental state of the subject they have selected. They will know what the subject's exact thoughts, emotions and intentions are at present.

This level of "mind touch" can be a little disorientating.

B: (15.) The character "hears" the present thoughts of the subject selected, as well as knowing, in detail, their present emotional state.

C: (10.) The character will "hear" the foremost thoughts of the subject and will know what the subject's present emotional state is.

D: (5.) The character can "hear" the foremost single thought on the subject's mind, as well as sensing the strongest emotion the subject is feeling at present.

E: (na.) The character will know what the single, strongest emotion being felt by the subject at present.

- **Image Lifting.** This requires a willing participant, who provides a mental image (which can be of anything), which the psionic "lifts" from their mind.

A successful Reception Psi-skill roll must be made by the psionic.

The subject providing the mental image must make a WIL roll, to focus their thoughts, if this is successful a modifier of +50% if added to the Psi-skill roll.

- **Life Pulse.** This provides the same sort of information as the Biosphere and Psychometry Psi-skills can, although only with regard to a living consciousness.

The psionic must make a Reception Psi-skill roll. If this succeeds he will perceive the mental *static* and brain waves of their subject.

This allows the psionic to identify the race and cultural background of the subject within certain limits (eg. country or *distinct* ethnic group only, NOT the town they originate from.)

The brain waves will allow the psionic to identify if the subject is native to the parallel (if they have made comparison studies) and will, once the psionic knows what to look for, reveal the distinctive "life pulse" of Disruptor Agents; provided the implanted Psi-shields fail.

- **Mind Probe.** The psionic delves into a subject's consciousness for a particular memory or idea: this is classic Mind Reading.

The psionic must make a Reception Psi-skill roll within Result Areas A to D. In addition Psi-points are spent according to how obscure the information is that they want.

0: Information is currently important to the subject and at the "front" of their mind.

+5: Information is unimportant to, or "half-remembered" by the subject.

Such as a person who saw a car, remembers the colour and approximate type, but not the make. He does, however, know what it is, but cannot bring it consciously to mind.

+10: Information is totally irrelevant to the subject; in effect, knowledge that is all but forgotten it.

This includes information that the subject refuses (consciously or not) to think about. Such as the victim of a murder attempt being totally unable to picture his attacker.

- **Transmission**

SP: 20%.

The character can project a thought, or an emotion, into the mind of a subject within range of this Psi-skill.

This can be as simple as the psionic "speaking" mentally to his friends (which has the advantage of being silent and very fast), to attempts to implant thoughts or emotions into the mind of a selected subject.

It also includes the ability to, quite literally, "blow someone's mind" by a Mental Attack.

When using Transmission to "speak" to a willing subject all that is required is a successfully Psi-skill roll.

If the subject is prepared for the communication they can attempt to make himself receptive to it, WIL roll, if this is successful to Transmission Psi-skill roll is modified by +50%.

Once a character has experienced a certain psionic's Transmission he can, if he wishes, declare himself a permanently

"willing" subject for the psionic's Transmission.

- **Thought Implants**

Using Transmission to implant an alien thought, or emotion, as if it were the subject's own is a more difficult task.

The psionic must make a successful Transmission Psi-skill roll, followed by a successful Mental Attack to implant the thought or emotion.

Implanting complex thoughts or emotions costs additional Psi-points; 1 for each "element" of the thought or emotion to be implanted beyond the first.

So to implant the emotion of *Fear* would incur no additional cost. To implant *Fear and Anger* would cost an extra 1 Psi-point. Implanting *Fear and Anger, directed against Women* would cost an additional 2 Psi-points; and so on.

The psionic can also affect someone's perceptions by using a Thought Implant. They can make them feel cold or sick, or even control what they see; to the extent where the subject would see a character as someone (or something) else.

This costs an additional 5 Psi-points, plus 5 per additional element of the sensory manipulation.

Psi-Blast

An extension of the above, where the psionic uses Transmission in an attempt to totally overload a subject's mind, to either kill or injure them.

The psionic has two alternatives, they can attempt to destroy the subject's mental balance (damaging his WIL Attribute), or implant a psionic imbalance (affecting the subject's PSI) which can cause actual physical damage to the subject.

The former has the advantage of carrying little risk for the psionic, the latter can (quite literally) "blow-back" on the psionic.

Note: for both these types of attack the Damage Multipliers apply and are calculated from the result of the Psi-skill roll, not the Mental Attack percentage roll.

- **WIL Attack**

Successful Transmission and Mental Attack rolls are required.

The psionic can reduce the subject's WIL by 1D10 per 5 Psi-points spent to this purpose.

This loss is not permanent, unless the WIL is reduced to 0 or below. Lost WIL will be regained at a rate of 1D10 points per day.

If WIL is reduced to 0 or below the subject goes insane; usually falling unconscious for 1D10 hours.

The nature of the insanity is for the GM to decide. Any PC who becomes insane becomes an NPC, controlled by the GM. A cure is possible, through either psychiatric or psionic means.

To cure insanity psionically requires Biosphere, used to Heal (page 86), with 1 point of WIL being restored per Psi-point spent. Once the insane character is restored to a WIL of 1 or higher they will recover normally.

- **PSI Attack**

Successful Transmission and Mental Attack rolls are required.

The psionic then has the option of reducing the subject's PSI Attribute, and current Psi-points if the subject is Psi-active, by 1D10 per 5 Psi-points spent to this purpose, OR causing them 1D10 HPs of damage per 5 Psi-points.

This loss is not permanent.

Lost PSI will be regained at the normal PSI-RR; for non-active PSI the Recovery Rate is 1 point per hour.

Lost HPs will be regained normally.

Backfire.

This is a Wildcard effect. For each point of PSI or HP "damage" that the PSI Attack does there is a one percent chance that some, or all, of the damage will rebound onto the attacker.

If a Backfire occurs the damage dice are rolled twice, the first roll indicates how much damage is done in total, the second how much Backfires on the psionic making the attack; up to a maximum of the first roll.

For example, a psionic makes a successful PSI Attack, Result Area B, giving a x2 Damage Multiplier. He spends 15 Psi-points to do 3D10, times 2, damage to his target's HPs.

The damage roll is $16 \times 2 = 32$. Resulting in a 32% chance of some of the damage Backfiring onto the psionic: D% are rolled, with a result of "17." A Backfire has occurred.

The damage roll is made again, $18 \times 2 = 36$.

The hapless psionic takes the full 32 HP of damage himself.

- **Knowledge Implant.** The psionic can transfer their own knowledge to a willing subject.

This can mean giving a full and detailed briefing in a matter of seconds, or even giving the subject a Skill Rating in a Skill which the psionic knows.

Characters with the Empathic Link (see GM's section) are often able to share the knowledge and (non-psionic) skills of their Alternative Selves on a permanent basis.

A successful Transmission roll is required; modified by +50% if the subject makes his WIL roll.

To transfer a Skill Rating costs an additional 1 Psi-point per 5 percentage points of the Skill Rating to be transferred.

The psionic can transfer any Skill up to the actual *percentage* they have in that skill. Sub-skills cost 1 Psi-point each to transfer.

To transfer Ride: 40% would cost a 8 Psi-points plus the cost for the actual Transmission.

Such knowledge or skill is gradually lost with the passage of time.

Transferred skills erode at the rate of 1 percentage point per day.

Transferred knowledge *evaporates*, so to speak, at a similar rate. The character given the knowledge would be 100% sure of what they were "told" on the first day, 99% sure the next, until the knowledge dwindles to the same level as a poorly remembered dream.

Wildcards

Wildcards are *Random* Psi-skills. Two examples are listed below, others are discussed in the GM's section.

New Wildcard Psi-skills can be created by the players and GM.

Most are entirely controlled by the GM, who determines what the effect of the Wildcard will be in any given situation.

Wildcards act entirely at random and can affect the Psi-active character at any time. Most can be *courted* by the psionic, who willingly opens his mind to the Psi-matrix in an attempt to trigger a particular Wildcard.

Wildcard effects can often be triggered by the use of an other Psi-skill.

These are typically harmless, usually restricting themselves to temperature variations, minor telekinetic occurrences ("poltergiesting," as ZeroZero agents call it), ectoplasmic manifestations or simple noise and light which accompany the performance of a Psi-skill.

Other, more troublesome, Wildcard effects include spontaneous combustion, sudden showers of objects ranging from fish to radioactive material, inexplicable mechanical or electrical failures, random transmutation or teleportation of objects or people, gravitational fluctuations, and trans-parallel displacement (either of noises or images from another parallel, or actual physical travel).

Wildcards - Skill Cost

Each Wildcard the character actively wants to purchase costs 10 points.

Note that **Precognition**, the commonest Wildcard, is received automatically as a consequence of having certain Psi-skills.

Full details on how Wildcards function are in the GM's section.

Wildcards can combine a number of separate Psi-skills into a skill which has specific limitations on its use. Or be an entirely new Psi-skill.

•Precognition•

Certain Wildcards occupy a middle ground between actual Psi-skills and Talents. These are often the abilities commonly known as Magic to the practitioners; primitive (and not so primitive) shamans and occultists.

In these cases the user is following a ritualistic, often self-hypnotic, routine to elicit a certain response from the Psi-matrix.

The rituals are psychological aids which induce a receptive mental state. They can often evoke the limited use of latent Psi-skills, although in a much restricted and unpredictable fashion.

It is often the case that the person conducting the ritual is totally unable to control the power they evoke, thus resulting in Wildcard effects.

On certain parallels these rituals have created a *Standing Wave* in the local Psi-matrix. In effect this means that correct use of the ritual will evoke predetermined (within limits) Wildcard effects.

Wildcard - Precognition

Precognition can be something of a mixed blessing. As the character can have "visions" of things that "may" happen, things which "will" happen, but on a different parallel, and things which he may simply "want" to happen, or not, as the case may be.

The GM determines when and if the character is subject to Precognition.

However, a character who has Precognition can actively seek out a vision of the (possible) future.

To do this costs a minimum of 10 Psi-points to *power* the Precognition.

A successful WIL roll must also be made, for the character to maintain the intense concentration required to force any sort of coherent interpretation on the images they receive.

Exactly what they learn is determined by the GM.

Wildcard - Astral Projection

This combines elements of Clairvoyance/Audience with Biosphere. It is a Wildcard which is often evoked using rituals, meditation or drugs; and sometimes a combination of all three.

Additionally it can randomly effect people when they are asleep, in shock or injured, or when close to a powerful source of psionic energy.

The Wildcard actually projects the Biosphere of the character in the same way as Clairvoyance/Audience.

Astral travel requires a WIL roll to "move" the projected Biosphere, or *Astral Body* of the character. The GM may require a certain Result Area, or restrict where the character's Astral Projection can journey.

The character can elect to return immediately to their body (or wake up, if they *think* it's all a dream) on making a successful WIL roll.

The *Astral Body* which is projected can sometimes form an ectoplasmic representation at the area it travels to. Unfortunately opening the character to actual physical attack.

The character can make Hand to Hand Attacks, using the *Astral Body*, any successful attacks will do 1D10-5 points of damage (DB not applicable).

Although no actual injury will be sustained by the character's *Corporeal* body, once their *Astral form* is "killed," or knocked out, the character's consciousness returns to their material form.

In addition the link between the *Astral* and *corporeal* forms may also manifest, often as a silvery cord. Injury to this is far more dangerous. Once severed the character's consciousness is trapped outside his body. In time this "ghost" will gradually fade into the Psi-matrix.

The Silver Cord has a number of HPs equal to the character's PSI attribute.

Restoring a "ghost" consciousness to it's body requires the use of Biosphere

(by another character) to open a link to the Psi-matrix.

In addition to the normal Psi-point cost for the "special effect" use of Biosphere it costs 1 Psi-point per 10 points of PSI that the "ghost" character has.

For example, to restore the "ghost" of a character with a PSI of 67 requires an additional 6 Psi-points.

The fact that the character's "Life Pulse," or Biosphere, actually travels opens the character perception and attack by Psionic means.

In the case of Psionic attacks any damage done (both mental and physical) will affect the Astral and *Corporeal* forms of the character simultaneously.

This includes attacks made by one *Astral Body* on another.



Psi-skill Duration

Certain Psi-skills function all the time – **Enhancements and Biosphere.**

The value at which **Enhancements** function cannot (normally) be varied from the score at which they were originally purchased.

The increased percentage skill-rating (and range) at which **Biosphere** functions can be altered by spending additional Psi-points.

The increased skill-rating will last for a number of minutes equal to the character's Psi-RR, page 84.

The increased range decays as noted on page 85.

For all other Psi-skills the successful use of the skill takes 1 Act to perform, and may be maintained, where required, at a cost of 1 Psi-point per Act.

Consideration to the duration of specific Psi-skills is given in the GM's section.

Psi-Profile (Psi-PRO)

Psi-profile is the Psi-active character's psionic signature. It is used to calculate how susceptible they are to Wildcard effects and how *visible* they are within the Psi-matrix.

This can mean, amongst other things, whether or not monitoring by ZeroZero or the Disruptors will detect the character in the use of any of his Psi-skills.

It is perfectly possible, indeed *desirable*, to have a negative Psi-profile.

Psi-PRO is calculated as:

- Total of all Psi-skills (either percentage or point rating) and points spent buying Talents,
- less 150,
- less base Biosphere skill-rating, if the character has the Psi-skill.

For example, Jason has a PSI of 72. His previously non-active PSI has been revealed as a *Latent* after an encounter with a rather unusual stone circle.

He can have a maximum of 7 Psi-skills and Talents.

Jason selects the following:

Talents:

- Enhanced Senses — (10 points)
- Directional Sense — (5 points)

Psi-skills:

- Biosphere, to a Psi-skill rating of 50% — (31 points)
- Enhancement • Performance, +10% to all skills, except Psi-skills — (10 points)

Enhancement • Attribute: STR, +5 to Strength — (5 points)

Psychokinesis, to a Psi-skill rating of 30% — (11 points)

All 72 points have been spent.

Jason's Psi-PRO is:

$10 + 5 + 50 + 10 + 5 + 30 = 110$,
less 150,
less 50, for Biosphere,
Psi-PRO = -90%.

Note that the Psi-matrix on certain parallels can increase or decrease the Psi-profile.

If a character wishes to reduce their Psi-profile further they can do so by *losing* Psi-points to the Psi-matrix.

This will reduce their Psi-PRO by 1 per Psi-point lost to the Psi-matrix.

This can be willed by the psionic at any time.

Other Actions Whilst Using Psi-skills

A character can still use the Automatic Responses of Dodge and Parry whilst using Psi-skills.

He can move at a slow walk, five feet per Act.

If he wants to attempt any other (physical) Action whilst using a Psi-skill he must make a WIL roll to co-ordinate the activities.

In certain cases the GM might call for a DEX roll as well.

If the roll is failed the physical Action continues, but the Psi use fails; the Psi-points are still used.



Mental Attacks

All Mental Attacks involve overcoming the target's WIL or, in the case of certain Disruptor agents, artificial Mental Shields.

A Mental Attack takes an Action to perform.

Mental Attacks are resolved as follows:

- The psionic selects which Psi-skill they are going to use to make the attack.
- He then attempts the Psi-skill roll; committing himself to the required expenditure of Psi-points to increase the Psi-skill percentage and for the damage (or other effect) he hopes to inflict on his target.
- Following a successful Psi-skill roll the psionic next attempts to overcome the WIL, or Mental Shields, of his target.

This is resolved on the Resistance Roll Table, page 14.

For every Psi-point that the psionic spends *at this time* their *effective* WIL is increased by 5 points.

The target of such an attack can, if he is a psionic, increase his effective WIL by 5 points per Psi-point. Giving, of course, an increased chance of resisting the Mental Attack.



Note that the increased effective WIL cannot be maintained in the following Act, but has to be increased from the current WIL each Act.

However, if a target is subject to Mental Attack from two or more sources in the same Act the effective WIL is used to resist all the attacks: WIL does not have to be increased separately to defend against each individual attack.

Attack Results

The exact result of a successful Mental Attack will depend on the Psi-skill being used.

Biosphere

Just as it can be used to Heal, page 86, the Biosphere can be used to Harm.

This is simply Healing in reverse, with 1 HP of Damage being done per Psi-point spent.

It is also possible to alter the target's body chemistry to poison or infect them with a disease. This, however, is akin to **Transmutation**.

The Psi-points required are 10 per point of potency of the disease or poison.

In addition the psionic making the attack has a further "D%" (1 to 100) Psi-points leached by the Psi-matrix.

Poisons will be effective for only the Act in which they are created.

Diseases will last until cured by Medical or Psionic methods, but can also be cured spontaneously. The chance of a spontaneous cure is the target's PSI as a percentage, rolled once per day.

The Biosphere can also be used to drain Psi-energy or the actual PSI Attribute from a target.

• To drain Psi-points:

A successful Biosphere and Mental Attack roll are required, the psionic can then drain 1D10 Psi-points per Psi-point they spend from the target, who has to be a psionic.

These Psi-points are either lost into the Psi-matrix (probably causing Wild-

card effects) or the attacking psionic can *absorb* them.

The attacking psionic must make a roll against their basic WIL. If successful they will absorb as many D10 of Psi-points the target has lost.

Note that this can mean that they end up gaining more points than the target has lost, this is because they are using the target as a channel into the Psi-matrix.



- **To drain PSI Attribute:**

A successful Biosphere, in Result Area C, and Mental Attack roll are required, the psionic can then drain 1D10 points of PSI per 5 Psi-points they spend from the target, who does not have to be a Psionic.

This PSI will also be lost to the Psi-matrix, unless the psionic makes a successful WIL roll to enable him to channel it.

If successful the psionic will gain 1D10 Psi-points for each point of PSI drained.

This is an extremely dangerous use of Biosphere, the attendant Wildcard effects can be fatal to both the target and the psionic.

Telekinesis

To pick up an *unwilling* living target requires a successful Mental Attack.

Note that most animals would fall into the "unwilling" category.

Direct Telekinetic Attacks are detailed on page 88.

Any successful Telekinetic Attack on a projectile (no WIL roll required, of course) will deflect it from its target.

This can be used as an *active* response to an Attack.

Note that Telekinesis can also be used to grapple a target, the STR of the Telekinetic *grapple* is rated at 5 points per Psi-point spent to this purpose. A WIL roll is required.

Telepathy

Though Implants and the two methods of Psi-Blast are fully described on pages 93 and 94.

It should be noted that although **Backfire** is the commonest Wildcard effect of a Mental Attack using Telepathy there can be others.

The rarest known example involved a complete Mind Transfer between the bodies of the attacker and target.

Psionics - Example

Talents

Directional Sense

Jason is drugged by a terrorist group and taken in a van to a deserted warehouse.

When he wakes the GM tells him that his senses reel; but after a moment he becomes certain that his is somewhere in the East End of London.

The GM knows that Jason is very familiar with London. Had he been taken, for example, to Dover, the GM would have told him that London lies about 60 to 70 miles away, in a rough NWerly direction.

The player could then try an INT roll to work out approximately where he is.

Enhanced Senses

The warehouse is quite dark, the GM reminds Jason that he can see perfectly clearly in what light is getting in past the shuttered windows.

Psi-skills

Biosphere

Jason has a Base Range of 10' with his Biosphere, he spends 20 Psi-points to increase it to Range Level 5, 50'. And asks the GM what Life Pulses he can detect

within his Biosphere.

The GM rolls D%, a "12," Result Area C, and informs Jason that there are three men, French to judge by the vibrations, two below (either in the cellar or on a lower floor) and one about 30' away, behind a wall.

...Jason subsequently escapes, using **Escape Artist** skill, and overpowers the terrorist on the same floor (the first) as himself. Taking the terrorist's pistol he uses **Stealth** to descend to the ground floor.

The GM rolls under his **Biosphere** percentage as he does so, and keeps Jason informed on the present position (which is unchanged) of the other two terrorists.

On the ground floor Jason *surprises* the terrorists, killing one with two shots and missing the other - who is armed with a powerful Sub Machinegun.

The surviving terrorist fires at Jason, missing (just) because his attack suffers a -20% modifier due to the darkness of the warehouse's interior, and takes cover behind a wall.

Biosphere

Jason has WIL 38, current Psi-points of 52 and Biosphere: 50% with a current Range of 50'.

He wants to scare the terrorist out of cover and thinks that using Biosphere to **Harm** the man will do it.

The terrorist has a WIL 25 and is about 40' away from Jason's present position.

- Jason increases his Biosphere to 70%, using 20 Psi-points.
- Jason uses 1 Psi-point required to *power* the Harm special effect.
- As the terrorist is within Range Level 5 it will cost 20 Psi-points to reach him.
- Jason decides to spend 10 Psi-points on Damage.

A total of 51 Psi-points spent so far.

The chance to successfully *launch* the attack is 70% — a "44" is rolled on the D%.

The chance for the attack to overcome the terrorist's WIL is WIL 38 vs. WIL 25, a 60% chance.

Jason decides to increase his *effective* WIL, using 3 Psi-points, to 50 — which gives a 75% chance. D% are rolled, resulting in a "67" — the attack succeeds.

As a result the terrorist takes 10 HPs of Damage — which the GM describes as several lacerations opening across the man's arms and legs.

He is certainly shocked and frightened, so much so that the GM rolls under Jason's Biosphere (which will now be at 70% for the next 7 minutes) and informs him of the terrorist's new emotional state.

In fact, the GM decides, the terrorist is so scared he runs for it.

Jason gives chase...

Note that in play the calculation of the Psi-skill roll — how many points to spend, the final Psi-skill percentage and the effect — are all made by the Player; including the Psi-skill roll.

The GM makes the Mental Attack D% roll, as the Player should not know the target's WIL.

Playing A Psionic

• Psionics are not like the **Magic Spells** of other RPGs, due to the nature of the Psi-matrix they perform inconsistently.

Please accept this when you don't get the result you think you should. Final interpretation of how Psionics work in your game rests with the GM.

• Help keep you GM's workload down. Calculate the Psi-point costs for the Psi-skill use yourself; this also helps keep the game moving.

• Keep a track of your Psi-point total and Psi-RR.

• Once you decide on *how* you are going to use a Psi-skill do not change your mind after telling the GM.

• If there is an effect your character uses regularly keep a note of the details on a file card.

• GM's are only human, and may forget that certain Psi abilities can give your character advance warning of danger (or other information).

Remind them politely, and put down any oversight as a fluctuation in the Psi-matrix.

Character Creation & Psionics Summary – Page One

Attributes

STR	4D10+20	Damage Bonus (DB)	STR+10-3
END	4D10+30	Recovery Rate (RR)	END+20
DEX	4D10+30	Actions (ACTS)	DEX+10
INT	5D10+20	Idea rolls	INT+10
WIL	6D10+10	(Psi Base Range - see page 85)	
PSI	D%	Psi Recover Rate (Psi-RR)	PSI+10

Life Points

(Ages x10) + INT + WIL

Professional Bonus

Twenty *percentage points* divided between the PC's "occupational" skills.

For a summary of **General and Common Skills** see pages 26 and 27

For **Combat Skills** see the COMBAT TABLES on pages 75 to 78

Psionics

A Psi-active character has a number of points with which to purchase Psi-skills and Talents equal to their PSI attribute.

Max No. of Psi-skills & Talents

Psi-active PC	PSI+10
Non-active Psi PC	PSI+20

Talents

See pages 81 to 83

Enhanced Senses

Listen	+10%
Observation	+20%
Scent	+5%
Taste	+5%
Touch	+10%

Spatial Awareness

Climb	+10%
Deftness	+15%
Hide	+5%
Jump	+10%
Stealth	+5%

+5% bonus to these skills

Acrobatics	Mechanics
Arts	Pick Locks
Crafts	Pick Pockets
Drive Vehicle	Pilot Aircraft
Escape Artist	Ride
and <i>any</i> Weapon skill	

Intuition

D% roll under the PC's PSI to sense Danger

Time & Directional Sense

- The character knows the time without the need of a watch
- Directional Sense performs in a similar fashion to an inertial locator

Psi-skills

See pages 85 to 94

Biosphere SP: 20%

Always in operation.

Increased Range – decays at one Range Level every ten minutes.

- Healing – 1 Psi-pt per 1 HP restored.
- Attack tumbling – 1 Psi-pt per attack (must be declared before it is known if the attacks will hit or not.)
- Pain blocking – Character can ignore the effect of any Critical Damage.

Enhancement – Performance

Bonus of +1% per Point spent, which is added to ALL skills, except Psi-skills.

Enhancement – Physical Attributes

Every point spent gains a bonus applicable to a single Physical Attribute. This Psi-skill can be selected up to three times.

Enhancement – Senses SC: 10 *plus* 5 per additional Sense

Duplicates the "Enhanced Sense" Talent – with the option of further expanding the Senses

- Infrared Vision. • Ultraviolet Vision. • Advanced Hearing (Listen +30%).
- Advanced Sight (Observation +30%, Hand Hurl & Projectile Weapons +10%).
- Advanced Scent (Scent +30%). • Advanced Touch (Touch +30%). • Psi-matrix Perception

Psychokinesis SP: 20%

- Telekinesis – 1 Psi-pt per 5lbs. • Levitation – 1 Psi-pt per 10lbs. • 5 mph per Psi-point.
- Destroying Inanimate Matter – 5 Psi-pt per cubic yard.
- Destroying Animate Matter – 10 Psi-pt per cubic yard & 1 Psi-pt per 1D10 Damage.
- Temperature – 1 Psi-pt per degree for an area of 1 cubic yard: for larger areas see pg. 89.
- Transmutation – 10 Psi-pt per cubic yard (drain of 1 to 100 Psi-pts from the Psionic.)

Speed (mph)		Damage	Speed (mph)		Damage	
Up to 10	[2]	None	45	[9]	6D10	[] Psi-pt cost
15	[3]	1D10-5	50	[10]	7D10	
20	[4]	1D10	60	[12]	8D10	
25	[5]	2D10	70	[14]	8D10+5	
30	[6]	3D10	80	[16]	8D10+10	
35	[7]	4D10	90	[18]	8D10+15	
40	[8]	5D10	100	[20]	8D10+20	

Character Creation & Psionics Summary – Page Two

Psychometry

SP: 25%

- Surrounding Geography – radius up to current range level
 - A: Pin-point accuracy. Full 3D knowledge, plus additional flashes of detail.
 - B: Excellent accuracy – as A, but without the additional details.
 - C: Accurate. Knowledge as if heard 2nd hand, or given in diagrammatic form.
 - D: Poor accuracy. As C, but impressions are about the “general layout.”
 - E: Least accurate. Vague idea of the major areas within a location.
- Object Reading – applicable to an Object, Location or Person
 - A: Pin-point detail. Visual, aural, tactile and empathic impressions.
 - B: Excellent detail. As A, except no empathic impressions.
 - C: Accurate detail. Visual and aural – some impressions may be purely visual or aural.
 - D: Poor detail. Impressions are jumbled or overlaid – majority are single “visions”
 - E: Least detail. As D, but the images are distorted.
- Psychometry vs. Biosphere. A character with Biosphere can “project” a selected Life-pulse.
- Psychometry vs. Implanted Psi-shields – GM’s Section.
- Precognition – Wildcard.

Telepathy

Clairvoyance/Audience

SP: 35%

Character projects their sense of sight and hearing. Subject to trans-parallel influences.

The chance of success is modified by how well the character knows the location:-

Very familiar:	None	Area made known by Psi means:	-20%
Area visited once:	-10%	Area described in detail:	-30%
Area with basic Psi Range:	-15%		

Locating a person – people with Psi-shield or Biosphere cannot be located by this method

The chance is modified by how well the character knows the person:-

Well known:	-20%
Made known by Psi means:	-30%
Personal object held by Psionic:	-30%

Reception

SP: 10%

Perception of thoughts/emotions

- A: (20) Total current mental state of the subject.
- B: (15) The current thoughts and detailed emotional state.
- C: (10) The foremost thought and present emotions.
- D: (5) The foremost single thought and strongest emotion.
- E: (na) The single, strongest emotion.

- Image Lifting. (Subject – WIL roll gives a +50% modifier.)
- Life pulse. As per Biosphere/Psychometry, but only for a living consciousness. The psionic can perceive the mental *static* and brain waves of the subject.
- Mind Probe. Reception Psi-skill roll must be an A to D. Additional Psi-points must be spent according to how obscure (or hidden) the information is:-
 - 0: Information is currently important to the subject.
 - +5: Information is unimportant or “half-remembered.”
 - +10: Information is totally irrelevant or all but forgotten.

Transmission

SP: 20%

- Telepathic Speech. (Subject – WIL roll gives +50% modifier.)
- Thought Implant. Transmission roll followed by a Mental Attack. 1 Psi-point per “element” of the thought/emotion. Or 5 *plus* 5 per element of Sensory manipulation.
- Psi-Blast.

WIL Attack. Transmission and Mental Attack rolls.
Subject’s WIL reduced by 1D10 per 5 Psi-points.

PSI Attack. Transmission and Mental Attack rolls.

Subject’s PSI reduced by 1D10 per 5 Psi-points

OR subject takes 1D10 HP of Damage per 5 Psi-points

Backfire – One percent chance per PSI or HP of “damage” taken by the subject.

Damage is rolled twice – First roll: Maximum possible damage.

Second roll: Damage, up to Maximum, which Backfires onto the Psionic.

- Knowledge Implant. (Subject – WIL roll gives +50% modifier.)
Cost: 1 Psi-point per 5% of the Skill Rating to be transferred.
Implanted Skills and Knowledge are lost at 1% per day.

Using Psi-Skills

General: Each aspect can be varied by spending Psi-points.

1 Psi-point to *Power* the Psi-skill use, or *Special Use* of a Psi-skill.

variable Psi-points to increase Psi-skill Rating, Range, Effect.

Psi-skill Roll is made. (NB: if *failed* the Psi-points are still used.)

Mental Attack roll – Psi-points used to increase *Effective* WIL. Use of Psi-points to increase effective WIL can be done *after* the successful Psi-skill roll.

The Death of Kapitan Klein



A PROBLEM TO BE DEALT WITH...
TAKING OUT AN AGENT OF THE DISRUPTOR FORCES WITHOUT IMPLICATING SELF AROUSING UNDUE SUSPICION. THE POSITIONING IS PERFECT... FIRST A THOUGHT IMPLANT... MAKING THE RED GUARD UNEASY... HAIR TRIGGER NERVOUSNESS... NOW... DIRECT MIND CONTROL...



HE REALISES... MENTALLY STRUGGLES...

Luther Arkwright's details, page 105. Kapitan Klein, page 106.

Having earlier identified Klein as a Disruptor Knight Arkwright decides to encompass his removal using, in part, Psionic means.

In preparation for this he has spent an hour meditating to restore his Psi-point total to full.

Klein, as this sequence begins, has been using Telepathy — Reception to probe the thoughts of the Czar and Archduke. Klein's current Psi-points stand at 38, after a morning of mental spying.

Arkwright is initiating a Combat, all be it a largely mental one. It is not something that Klein is expecting, so Arkwright attacks with Surprise (page 38).

1D10 roll of 5. Klein loses all but 1 Act in the first Combat Round.

Act 1 • Luther places a Thought Implant (page 93) in the Red Guard.

This is using Telepathy — Transmission. The Psi-point cost is — 1 (to power the skill use) *plus* 6 to increase the Skill Rating to 70%.

The D% roll is a "32" — success.

Arkwright must now overcome the Red Guard's WIL to complete the Thought Implant (Mental Attack, page 98).

WIL 64 versus the Red Guard's WIL 43 — the "60" column and "40" row of the Resistance Roll Table (page 14), a 70% chance.

Arkwright spends a further 3 Psi-points to increase his *effective* WIL to 79. This results in an 85% on the Resistance Roll Table — the D% roll is "72."

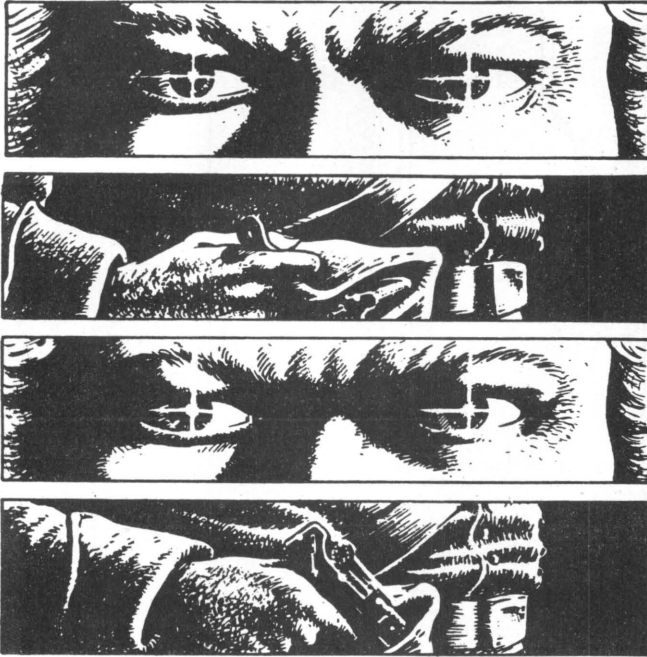
The Thought Implant is successful, Arkwright has used 10 Psi-points.

Act 2 • Luther knows that complex Mind Control of a Disruptor Knight is impossible. His strategy is to first upset Klein and then attempt a Thought Implant to have Klein respond with an action he has been reflexively trained to use.

Arkwright tries for an initial Thought Implant of feelings of Panic. He constructs it in exactly the same way as the Red Guard's Thought Implant.

The initial Skill Roll is successful. Klein now realises he is under attack, he uses his Psi-points to increase his Psi-shield from 80 to 100, a cost of 4 Psi-points.

The chance for success is 25%, a "56" is rolled. The Thought Implant fails, but Klein is *naturally* nervous at this point.



Act 3 • Luther attempts another Thought Implant, although a more complex one. He urges Klein to Quick Draw his gun, but frames the thought in the same way Arkwright himself was trained by the Disruptors to Quick Draw. Klein experienced the same training regime himself.

The Psi-point cost is 1 (to power) *plus* 10 (final Psi-skill rating of 90%) *plus* 1 for the complexity of the thought.

The skill roll succeeds, Luther spends 20 Psi-points to increase his effective WIL to 164. Klein has spent just 4 Psi-points again, effective Psi-shield of 100.

To use the Resistance Roll Table just subtract 80 from each, giving 84 vs. 20 — a 100% chance of success, D% are rolled, resulting in "95."

The Thought Implant succeeds and because the "thought" is not alien to Klein the second line of Disruptor implanted mental defences are side-stepped.

He whips out his gun, but does not fire — using the one Act he actually has left in this CR.

Act 4 • Arkwright attacks Klein. Combining a movement of under ten feet with a Fist attack, attempting to Nerve Strike Klein's gun-arm. Arkwright's Fist rating is 80% (including his Enhanced Performance bonus of +20%). This is modified to a 70% by the Arm hit location Arkwright is aiming for, he requires a score under "28" for the Nerve Strike to succeed — D% roll gives "22."

Klein falls his Dodge attempt and his END and DEX rolls, both made at -20% (page 45). He drops his gun and will not be able to use his

right arm for 6 Combat Rounds. He also takes 11 points of Damage (1D10+DB+5 for Fist), reducing his HPs from 73 to 62.

The Red Guard, the only person not surprised due to Arkwright's Thought Implant, readies his weapon in this Action.

Act 5 • Arkwright shoves Klein into the Red Guard's line of fire. This is simple STR vs. DEX, giving a 40% of success. However, Klein is ruled to be already off balance, giving +10% to the chance of success. A "02" is rolled.

Klein attempts to Dodge and fails again.

The Red Guard takes Aim (page 116) for this Act.

Act 6 • Arkwright move completely out of the line of fire.

The Red Guard fires, he is using a .25 Machine Pistol and firing a Burst of 6 shots. His Attack rating is 65%, plus 10% for the previous Act spent Aiming, to a final Attack rating of 75% and he is trained in Double Tapping. The Attack Roll is "44" (x1 Damage Multiplier), the Burst roll is "21" (page 60) resulting in 5 shots hitting.

Klein again attempts to Dodge and fails.

The Damage done is 2D10 *times* 5 — 10+9=19x5=95. Reducing Klein's HPs from 62 to -33 and blowing him out of the window.

Sample Characters from the Graphic Novels

Luther Arkwright

STR 50 +2 **DB** **INT** 64 6 **Idea**
END 66 3 **RR** **WIL** 64 (100')
DEX 70 7 **Act** **PSI** 84 (4)

Fist 60 [Bone Brk -C, Nerve St. -C, Dam. +5]
 Kick 40 [Dam. +5]
 Grapple 50 [Nerve P. -B, Throws 25, Locks 25]
 L. Swrd. 70 [All: Dam +3, Disarm +15]
 Shuriken 55, Bow 60 [Dam +2]
 Handgun 75, SMG 50, Rifle 50, Shotgun 45
 • Quick Draw, Double Tapping

Admin 40, Anthropology 40, Archaeology 40, Camouflage 30
 Commu 30, Computer 40, Demolitions 30, Drive Veh. 50
 Electronics 30, Escape Artist 30, Forgery 25, History 80*
 Mechanics 25, Medical 40, Occult 45, Parapsychology 45
 Pick Locks 60, Pilot 25, Ride 50, Swim 50
 * - History is 80 less 2D10 per known Parallel

Psionics **PSI-Pro:** 40 **Psi-pts:** 84
Tal: Intuition **Psi-sk.:** Biosphere 44, Enh-Performance +20%,
 Psychokinesis 20, Psychometry 25, Tele-Clair./Aud. 35
 Tele-Reception 40, Tele-Transmission 40
Wildcard: Precognition **Special:** Transparallel Teleportation

Listen 57
Observe. 50
Scent 23
Taste 23
Touch 8
Climb 90
Deft. 37
Hide 50
Jump 90
Stealth 30
DODGE 70
THROW 35

Luther Arkwright

This is Mr. Arkwright at the beginning of the Rat Trap, the first graphic novel.

Luther's main strength stems from the Enhanced-Performance bonus of +20%. When his Psi-points fall to zero his abilities are greatly reduced.

Another curiosity are his Psi-skills, which function at a rather low level and require considerable Psi-point expenditure to use effectively. His PSI Attribute was reduced by Disruptor attacks in 1969.

Note that his actual weapon skills have been abbreviated.

Harry Fairfax

STR 44 +1 **DB** **INT** 47 4 **Idea**
END 60 3 **RR** **WIL** 52
DEX 63 6 **Act** **PSI** 57 Non-active

Fist 60 [Damage +1], Kick 40
 Grapple 45 [Locks 25]
 Knife 80 [Damage +2], Thrown Knife 65
 Handgun 45, Rifle 45, Shotgun 60

Drive Veh. 40, Escape Artist 42, Forgery 20
 History 20, Lang: English SP: 67 WR: 57,
 Pick Locks 65, Pick Pockets 55

Special Backgrounds: Area - The Maze. Connected - Royalist Movement.

Listen 60
Observe. 65
Scent 10
Taste 10
Touch 5
Climb 45
Deft. 25
Hide 56
Jump 45
Stealth 65
DODGE 75
THROW 40

Harry Fairfax

Detailed prior to his near fatal injury and subsequent Healing by Luther.

Special Backgrounds

Area - The Maze. See page 112.

Connected - Royalist Movement. Harry organises the Royalist cause in the Maze. Controlling activities including Smuggling, Gun Running, the Royalist Press, Priest Holes and other safe houses.

Rose Wylde - Para. 00-72-87

STR 44 +1 **DB** **INT** 55 5 **Idea**
END 43 2 **RR** **WIL** 47 (20')
DEX 51 5 **Act** **PSI** 66 (6)

Fist 55, Kick 40, Grapple 40
 L. Swrd 65 [Parry Bonus +20]
 Handgun 60, Shotgun 50
 • Quick Draw

Admin. 70, Commu. 45, Drive Veh. 60
 Explosives, Basic 50, History 40
 Lang: English SP: 75 WR: 65
 Lang: French SP: 65 WR: 55
 Research 70

Psionics **Psi-PRO:** -55 **Psi-pts:** 66
Tal: Enhanced Senses, Intuition **Psi-sk.:** Tele-Reception 65
Special: Empathic Link

Listen 70
Observe. 80
Scent 16
Taste 16
Touch 16
Climb 60
Deft. 35
Hide 40
Jump 45
Stealth 25
DODGE 50
THROW 30

Rose Wylde

The Rose of 00-72-87 was a "Latent" Psionic "awakened" in 1979 by the efforts of the Rose of ZeroZero.

The 00-72-87 Rose was already deeply involved in the conflict with the Puritans, holding (under the name of Joan Lilburne) a job at the Defence Ministry through which she secured vital information for the Royalist cause. Her commitment to this "provincial squabble" makes her, in some respects, a poor ZeroZero agent.

Unfortunately her Psi-skills are not as developed as those of certain of her "Alternative Selves."

Kapitan Moritz Klein Disruptor Knight

STR 50 +2 DB INT 39 3 Idea
END 58* 2* RR WIL 52 (50')
DEX 61 6 Act PSI 68 (6)

Fist 60 [Parry +20] Kick 40 [Dam. +2]
Grapple 40 [Throw 25]
Handgun 70 • Quick Draw, Double Tapping

Admin 50, Commu 50, Drive Veh. 60
Electronics 60, History [00-72-87] 80
Lang: SP: Prussian 70, English 60, French 60
Russian 60
Lang: WR: Prussian 60, English 50, French 50, Russian 50
Law [00-72-87] 60, Research 50, Swim 40

Psionics Psi-PRO: -94 Psi-pts: 68
Tal: Enhanced Senses Psi-sk.: *Enh-END (+15 END: 73 RR: 3)
Tele-Reception 30, Tele-Transmission 40
Psi-shield: Type A - 80

Listen 60
Observe. 70
Scent 16
Taste 16
Touch 16
Climb 60
Deft. 25
Hide 45
Jump 60
Stealth 45
DODGE 60
THROW 40

Kapitan Moritz Klein

A Disruptor Knight.

Klein was established on Para 00-72-87 in 1972.

He served in his position as Aide-de-camp to Feldmarschall Wittgenstein from 1981.

Details of his activities are, of course, scarce. Although ZeroZero had had some information that a Disruptor Lodge was close to Prussian High Command.

A team of ZeroZero agents was given the task of finding and removing this influence in the spring of 1984, but obviously failed.

Hiram J Kowolsky

STR 32 - DB INT 53 5 Idea
END 57 2 RR WIL 64
DEX 40 4 Act PSI 73 Non-active*

Fist 40, Kick 30, Grapple 30, Rifle 40

Accounting 50, Admin. 60
Arts: Line Illustration 30, Craft: Cook 30
Commu 40, Drive Veh. 65, Forgery 25
History 55, Lang: SP: English 90, French 80
Lang: WR: English 90, Research 70
* Tal: Intuition

Listen 70
Observe. 80
Scent 25
Taste 35
Touch 7
Climb 60
Deft. 40
Hide 60
Jump 50
Stealth 50
DODGE 45
THROW 40

Hiram J Kowolsky

Born in 1949 in Brooklyn, New Amsterdam.

Kowolsky held a variety of menial jobs whilst trying to earn a living as a writer.

In 1978 he moved to Paris, where a chance remark inspired a small piece of journalistic article which was accepted by the Paris office of the New Amsterdam Herald.

Kowolsky travelled widely in France, slowly building a reputation as a Foreign Correspondent and writing two travel books.

In 1980 he visited England for the first time and recognised the potential crisis facing the Puritan regime.

In 1981 he was commissioned to report on the St. Petersburg Treaty, where his intuition singled Arkwright out as a newsworthy subject.

Rooks

STR 4D10+20 INT 5D10+10
END 4D10 WIL 4D10+10
DEX 4D10+20 PSI -

Fist 55, Kick 45, Grapple 50 [Locks 30]
Handgun - Laser 65

Programmed in required skills to 40 plus
5 times 1D10 - a range of 45% to 90%.
Maximum of INT divided by ten skills.

Amour: 30 (20) [8]
Psionics - Special: Telepathic Link
Psi-shield: Type B - 70

Listen 60
Observe. 70
Scent -
Taste -
Touch 20
Climb 70
Deft. 40
Hide 40
Jump 60
Stealth 50
DODGE 40
THROW 40

Rooks

The cloned drone soldiers of the Disruptors.

Rooks are generated using the guidelines above.

Specially designed Rook teams have been bred with enhanced Physical Attributes and increased basic skills; including specialists in close quarter fighting, who use Hand Held Weapons.

Rook Abilities

- **Fire Teams.** A group of up to five Rooks can select a common target, provided they are all using the same weapon. Only a single Attack roll is made, at +10% per Rook in the Fire Team.
- **Telepathic Link.** The Rooks are in constant Telepathic communication with each other.

What one Rook sees, all know.

Rook Weaknesses

- **Top Heavy.** Any attack doing over 20 points of Damage, which hits the chest or higher, has a percentage chance equal to the Damage done of knocking the Rook over.
- **Programming.** Rooks are programmed with a set of objectives and preset responses. When encountering circumstances beyond the scope of their programme an Idea roll must be made to formulate a response to it.

Game Master's Section

Introduction

If you are new to Game Mastering it can seem, on first impression, to be an overwhelming task.

Fortunately, as with other first impressions, this is far from true.

One thing is a prime importance, and should never be lost sight of, is that YOU, the GM, are playing this game for enjoyment.

In fact, if you don't enjoy what you're doing it is extremely doubtful that your fellow players will be enjoying it either.

A discussion of the GM's role in LARP follows.

After which the Game System is reviewed (together with details of various optional rules) and notes on how to use (and adapt) the rules during play.

This is followed by a discussion of the Arkwright Cosmology. Which gives the basic references necessary to understand how the Multiverse, or at least *this* version of it, works.

The *whole* story is given here, revealing the Truth behind the Truths known to ZeroZero and the Disruptors.

Finally the GM's Section is rounded out with details of how to design the Parallels on which your players will adventure and how to go about creating the Adventures they will have on them.

You may decide to use all, some or none of what follows, depending on how experienced at Role-playing you are and your own opinions and ideas about the Adventures of Luther Arkwright.

The Game Master's Role

The GM is responsible for organising and administering the Adventure that the Players undertake.

He describes the Adventure situation and decides, through interpreting the Game System, what the final results of the PCs' (and NPCs') actions are.

A GM needs to be imaginative: you probably are, or you would not be interested in Role-Playing in the first place.

A GM must be able to improvise as a result of the players' actions.

This is very important. Without improvisation the players have to act along predetermined lines within the Adventure.

If you, as a GM, keep forcing them to do this then they will rapidly come to the conclusion that everything they do is predestined and the actions of their characters can have no real effect on the game.

Improvisation of lesser details within the game is also important.

If a player asks you for a description of a room, only to be told, "It's just a room, with a desk and some chairs." They are likely to suspect that the following room, described in glowing detail, has something important either in or about it.

(One trick is to keep the length and style of your descriptions, for either important or unimportant locations or people, about the same.)

The GM is not the players' opponent, or on the side of the Disruptors.

Much of the enjoyment from being a GM comes from watching the players interact with the situations you create, seeing them solve the problems set them (often in unexpected ways) and knowing the Big Picture — the whole scheme of things — where the players (and the PCs) do not.

Whilst the GM should be totally impartial, and not care if either the PCs or the Disruptors *win*, you are actually biased towards helping the players along.

Adventures are written taking the point of view that the players will overcome the obstacles they encounter. That, at the final showdown, the Disruptors will lose.

Although this is qualified by the fact that the players have to do the right things, in your view, to deserve their triumph.

Helping the players along is part of the GM's Art. It should be done *invisibly* and you should remove this support if it becomes clear that the players are relying on it.

Designing or Buying Adventures

The Adventure can be one designed by the GM, or an Adventure written by 23rd Parallel Games.

The former type of Adventure can be the best sort to play and has a number of advantages.

The GM will know every aspect of the Adventure intimately.

Therefore, improvising a response to unexpected Player actions is easier. (And your Players will come up with plans, theories and misunderstandings that you



could not possibly have anticipated.)

The Adventure can be designed for a specific group of PCs, as a fair test their skills and capabilities. (Player do not enjoy being confronted with challenges their characters lack the ability to deal with.)

The Adventure can concentrate on those aspects of the game that the GM and his Players find the most interesting.

The biggest disadvantage of this sort of Adventure is the time it takes to write and, after a while, the GM may begin to lack inspiration.

A bought Adventure has the obvious advantage of saving on time.

The GM reads through the Adventure and, once familiar with the situation, can referee it for his Players.

However, the Adventure might not be at all what the Players (or GM) would like to do.

Specifically it may require the use of Skills or the presence of Psionics which the PCs do not have.

Nor will the GM ever be so totally familiar with it as the product of their own mind.

On the other hand they can provide inspiration to a GM's jaded creativity — putting his Players into a new and different situation.

The **23rd Parallel** adventures for LARP are designed with an eye towards getting the best of both worlds.

The easiest way to start GMing is to run a few **23rd Parallel** Adventures until you are familiar with the Game System.

During this time you'll learn what you do and don't like about such Adventures, and can then carry over the elements you do like into the Adventures you write yourself.

Fortunately you can still save time, by buying **23rd Parallel LARP** Adventures, and adapting them to fit your own criteria.

Alternatively suitable Adventures created for other Role-

Playing systems can be adapted for LARP.

What Adventures you select to adapt will depend on your experience with other Role-Playing systems.

Certainly the easiest to adapt are Role-Playing adventures set in a *contemporary* setting, where the "Bad Guys" can often be described as Disruptor controlled.

Practical Considerations

Make sure you know where the information you'll need during the Adventure is kept; nothing slows a game down more than having to search through a multitude of files or folders. A ring binder file, with dividers, is ideal for organising your notes.

Have plenty of paper on which to make notes during play. Including some scrap paper on which you can pass private notes to players, should the game situation require it.

File cards are ideal for recording the NPCs' details.

The players should also have paper to make notes on — make sure everyone brings something to write with.

Squared paper can be used for maps. On the largest pads you can draw scale floor plans on which counters or 25mm models can be placed to represent the PCs and NPCs positions — particularly useful in combat situations.

Permission is given to photocopy the tables and (small) sections of the rules which you feel will help you in play.

Ideally each player should have a copy of the Skill Resolution and Resistance Roll Tables and a Character Sheet. Copies of the Combat Tables and Character Generation & Psionics Summary pages are also useful.

For Psionic characters a complete copy of those Psi-skills they have can be very helpful.

Your copies of the tables can be stuck to a screen (see the Introduction, page 6) for ease of reference during play.

During play having one copy of LARP for the GM and another for the players can speed things up considerably.

A copy of each PC's details can prove invaluable, especially when checking against skills such as Listen or Observation, or if the character has a Psi-skill like Biosphere.

Preparing For Play

The most important thing is to be familiar with the Adventure you are going to run and the PCs that your players are going to use.

If necessary lay enough time aside to discuss the characters with the players.

Try to anticipate what you will need during the Adventure and have it to hand.

This will become easier once you know your players (and the characters they are playing), because you will often be able to predict their likely response in a given situation.

Equally importantly consider the Adventure from the point of view of the Non-Player Characters.

The hardest thing about GMing is to play a large number of NPCs as recognisable individuals.

The most common mistake is to have the NPC act as if they understand the wider implications of their actions. Which, unless they are very well informed in the context of the Adventure, they will not.

NPCs are as likely, in some cases more so, to make mistakes, jump to the wrong conclusion or fail in what they attempt as the PCs.

Consider what the NPCs know at the beginning of an Adventure. What they learn or experience during it (usually as a result of the PCs' activities) and how they will react to the changing situation.

There are a number of shortcuts that you, as a GM, can take that the players cannot. These are detailed during the GM's Overview of the rules.

Playing an Adventure

To begin with you will have to brief the players on what background information they know.

At the start of most Adventures this will include a description of the Parallel the PCs are on, a summary of who and where their characters are (including what each character knows about the others, if anything.)

After giving this basic information pause to ask the players if they have any questions, either about the Parallel or the PCs.

This can then be followed by the first part of the Adventure proper.

The Adventure is then played until a convenient place is reached to halt the action at until the next gaming session.

The average time for an adventure session is between three to four hours.

Although some Gamers will spend up to six hours in an evening or even arrange to spend an entire Saturday or Sunday gaming.

How long you play is up to you and your players to decide.

When you break play have each player note their character's present circumstances. This avoids confusion, especially if any of the PCs is injured, or has used Psi-points they have not yet recovered.

(Note that the Character Sheet, page 159, is designed with out a space for Hit Points. Have your players record their current HPs in the margin of the sheet at the end of play, together with any notes on the nature of their injuries.)

Take some time to make any notes you feel are required on what happened during the play.

At the next session start with a brief resume of what has happened so far, making sure the players agree with your summary of events to date.

Then continue with the Adventure, taking as many gaming sessions as are required to finish it.

The Game Master's Art

• Giving a Player Information

There are several ways the GM can give a player information.

The GM acts as the PC's senses, describing what they see, hear, taste and touch.

The GM has to describe the location that the PC is in; giving enough detail for the player to be able to visualise and act on the information he gets.

For example

GM: You are on Waterloo Station, Platform Two, it is a little past ten at night, the platform is poorly lit, by cold looking neon lights.

The platform is crowded with trolleys piled high with blue Post Office sacks. There are between eight and twelve Railway Guards on the platform, and about twenty passengers.

A cold wind is blowing along the platform, outside it appears to be raining.

Your train is due at twenty past.

The GM has to prompt the player with information that their character would know, but they as a player would not.

This is usually information relevant to how the PC would interpret what he sees, or act in any given situation.



For example

GM: As you wait you see a policeman begin walking down the platform. He is quite close to the edge, but is looking into the faces of the people on the platform as he approaches your position.

You can see he is armed with an automatic pistol; the holster is different to the one for the usual police .38 revolver.

As an ex-London police officer yourself you know he is likely to be a member of **SCRU** — the Special Criminal Response Unit.

You must also prompt the player with information they may have forgotten, but their character will still recollect.

For example

GM: You also recall that Keats, the madman you interviewed in the hotel in Knightsbridge, claimed that **SCRU** were secretly controlled by the Order of Levellers; who you just happen to be fleeing at the moment.

The GM tells the player the result of his Skill rolls.

Certain rolls can be made openly, where the results would be immediately obvious to the PC, others should be made secretly by the GM.

These normally include **Listen** and **Observation** rolls.

For example

The player requests an **Observation** roll on the approaching **SCRU** officer. The GM rolls D% secretly, getting a C Result Area.

GM: You notice two other things.

One, he is either a trifle fat or is wearing a bullet-proof vest.

Two, you can see a wire running from his collar to his left ear.

Information has to be adapted following the player's actions.

This can mean that the player, by correctly phrasing a question or request, can circumvent the requirement for further Skill rolls.

For example

The player controlling the character says the PC will try to **Observe** any other **SCRU** officers that are on the platform, especially any in plain clothes. And that in particular he will be looking

closely for any other "ear piece wires."

The GM knows that there are two other officers on the platform, both dressed as middle-class passengers; but as the player has specified what he is looking for and how (correctly, as it turns out) he intends to identify them, the GM gives him the information without requiring an **Observation** roll.

The GM continues giving narrative information about the circumstances surrounding the PC, until the player alters what the character is doing.

For example

GM: The **SCRU** officer is still walking along the platform. The other two men who also have ear-pieces are waiting at the bottom of the steps that lead on or off the platform.

The **SCRU** officer is thirty feet away ... twenty ...

Player: My character will **Hide**, 55% chance, behind a trolley piled with mail sacks, but I'll keep the uniformed officer in sight.

GM: Rolls the D%, as the PC will not know if he has succeeded in **Hiding** or not until the **SCRU** officer's actions make it clear.

The result is a fail. The GM also checks to see if the character notices that he has not moved far enough round the trolley to be hidden (page 17), this also results in a fail.

The GM continues the description: The **SCRU** officer, still walking at the platform's edge, comes level with your position. As he does so you see his lips begin to move ...

The GM must also give relevant information with regard to the modifiers he (openly) applies to the Skill rolls made by the player.

And can then further interpret what information results from the Skill roll, using the Result Area as a guide.

For example, continuing the above...

Player: I'll try a **Listen** roll, 55%, and try to make out what he's saying.

GM: You can make the roll, but at -10% modifier due to all the noise on the platform, and he is whispering.

Player: 45% chance then. I roll -36, Area E.

GM: Who knows that the **SCRU** officer says, "Subject in sight, all Alpha Units close in on my position." Tells the player that his character hears, "Subject (mumble, mumble) Alpha Units close in (mumble, mumble) -tion."

• Game Time

Everything a PC does takes time in the game. This is not the same as the time it takes for the player to tell the GM what his player does, or for the GM to describe a situation.

It is important to keep a proper track of Game Time — especially in **Combat**; although that is discussed separately later on.



In most Adventure situations the PCs will be working against some sort of deadline; whether they are aware of it or not.

As a GM you have to remind the player how quickly time is passing in the Game.

An attempt to use **Electronics** to repair a radio can take any time from minutes to hours of Game Time, but use only a few moments of actual playing time.

A request for a more detailed description of a location can take little or no Game Time, but involve two or three minutes of verbal description from the GM (and possibly an **Observation** roll.)

It is important to keep things moving in terms of both playing and game time.

The players should be allowed a reasonable amount of time to discuss the alternatives available to their characters; especially when facing a dangerous situation.

Although, in general, a quarter of an hour of playing time should be the limit of any discussion by the players.

This amount of time could have to *simulate* hours of careful planning made by the PCs in game time.

To help speed the planning along the GM can point out obvious mistakes or flaws in what the PCs are discussing, maybe using an **Idea** roll or two.

• Dealing with Difficult Players

Some players can cause trouble over how the GM interprets the Game System.

The final word is the GM's.

However, when a severe disagreement arises it is best to suspend play and hold an open debate between all the players and the GM to resolve the matter.

That way, if what happened in the game needs to be altered, it will not cause too much disruption to the actual game.

If a player is getting bad tempered about the game it could just be an indication of how involved they feel in the game.

So remind them that it is, when all is said and done, a Game.

There are some players who seem to delight in being awkward, obnoxious or so raucous that it disrupts the game for the other players.

All such a player may need is a quiet, private word. On the other hand there are some that will not be told, these are best told that they are no longer wanted around the gaming table.

• Using the Game System

The major advantage the GM has over the players is that he can make secret dice rolls.

This means that you can change the results in order to suit the requirements of the Adventure. In other words, lie.

Any such "adjustment" should be applied in the players' advantage.

Examples would include:

- Reducing the Damage done to PCs in Combat, so that they are wounded rather than killed.
- Tinkering with **Observation** and **Listen** rolls, so that the PCs obtain specific information they need to progress in the Adventure.
- Applying the least possible "harm" following a Failed Skill Roll by a PC; but not NPCs.

For example, if, on a mountain road, both the driving PC and pursuing NPC fail their **Drive** rolls the NPC's car will be the one which plunges over the precipice, whilst the PC's car crashes into a rock at the side of the road — the car will be wrecked, the PC injured, but still alive.

How far you go with this should be moderated by the players' actions.

It is quite likely that a player, especially one who GM's himself, will know about the "fudging" all good GMs indulge in. If he is a good player he won't take advantage of it.

As for players that, as you see it, try to take advantage, then let the dice fall where they may.

It might be that luck will be with them, but eventually the law of averages will catch up with them.

Creating the Player Character

Character Attributes

On some parallels and even in different parts of any Earth the average STR, END and DEX can vary due to racial type, diet or other circumstances, such as pollution.

Likewise INT, WIL and PSI are, to some extent, controlled by the environment. On certain parallels the effect of Disruptor activities can impose a maximum INT, WIL or PSI.

As an alternative to totally random generation of the Attributes the GM could allow his players the best out of two rolls for each Attribute. Or stipulate a minimum score for certain Attributes, which, if not reached, allows the player to roll again.

The PCs are designed to be slightly better than average, for a man or woman between 16 to 40 years of age.

So, in actuality, the LARP "Average Man" would be generate his Attributes using:

STR	3D10+20
END	3D10+30
DEX	4D10+20
INT	5D10+10
WIL	6D10+10
PSI	D%

A Youth, of between 10 and 16, would have:

STR	2D10+Age
END	2D10+Age
DEX	4D10+Age
INT	4D10+Age
WIL	5D10+Age
PSI	D%

Oldsters

Most people go into physical and mental decline with the passing years.

People over 40 lose 1D10 to STR, EDU and DEX per decade, or fraction of a decade, over 40. They lose 1D10 from INT and WIL every two decades, or part thereof, over 40.

So a 68 year old character is created using:

STR	3D10+20-2D10
END	3D10+30-2D10
DEX	4D10+20-2D10
INT	5D10+10-1D10
WIL	6D10+10-1D10
PSI	D%

Using Life Points — Special Options

Altering Attributes

Life Points can be spent, if the GM allows, to increase an Attribute.

STR, END and DEX can be increased on a point for point basis.

INT and WIL can be increased by 1 point per 2 Life Points spent.

NB: The Life Points available to the character are NOT recalculated, the character is assumed to have spent time improving their mind.

PSI cannot be increased — it is the only truly random attribute.

Special Backgrounds

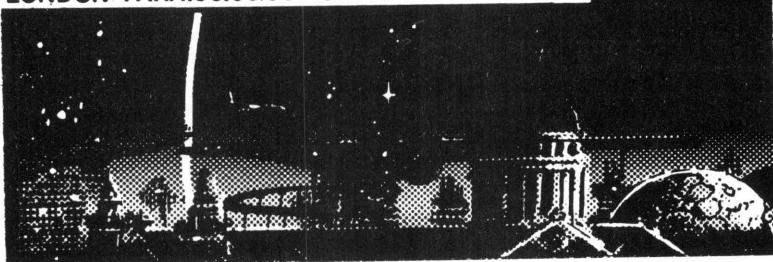
The player can, if the GM allows, use their Life Points to purchase one or more Special Backgrounds for their character.

The cost of these is rated in multiples of 5 Life Points, depending on how much advantage the GM considers that the background will give the character.

Note that the background only refers to the character's native Parallel. Although certain may apply on similar Parallels.

What the Special Background implies with respect to the individual character must be agreed between the player and GM during character creation.

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During play the GM has the final word on what the Special Background can be used for, or its effect on the Adventure being played.

Sample Special Backgrounds

- **Wealth** (Cost: 10 LP)

The PC is rich.

During play they will never have to worry about Money. The exact nature of their wealth will be determined by the society they live in.

This can mean that the character will have to belong to a certain social class or group in order to be wealthy. Although the player should be allowed to decide the initial premise of the character's wealth.

Having such riches may also limit the skills that such a character will have access to.

- **Famous** (Cost: 5, 10 or 15 LP)

The cost of this background varies with the degree of Fame.

5: Restricted to the character's social group or one part of society in general.

For example, a famous writer or artist.

10: Generally well known in all walks of life. Will be known where ever the culture that created the fame extends.

For example, a rock star could be equally well known in Paris and New York or where ever the "Western" culture which embodies his fame extends.

15: World famous. Such a character's reputation would extend to at least 75% of the globe.

For example, certain film stars, the heads of state of major world powers or religions. World fame might also have been achieved for some notable act in the character's past, such as being the first Man to set foot on the moon.

- **Connected** (Cost 5, 10 or 15 LP)

The character has influence in one or more areas of society. They might be a powerful industrialist, a philosopher or crime lord.

The exact cost of the Background depends on the degree of influence the character can exert.

- **Area** (Cost 5 LP)

The character is intimately familiar with an area, or part of society. It is their "Area" of expertise in which, were it a Skill, they would have a 100% rating.

Within the limits agreed by the GM they will know everyone (just about) and how (almost) everything works in their chosen Area.

For example, Fairfax has the Area background of the Maze, the royalist ghetto of London.

He knows everyone else's business within the context of what goes on in the Maze. He can find arms dealers, drug dealers, pimps and prostitutes, good doctors, dodgy priests and competent forgers.

How these Special Backgrounds work within the context of the PC's Parallel of Origin (and if any part of it can be carried over to another Parallel) will have to be agreed between the player and the GM.

After deciding the Special Background a useful idea is to "dry-run" a few examples of how the Background will work, until both the GM and player are comfortable with it.

For example, on a Parallel much like our own a player designs a character as an influential "middle-ranking" executive of a world-wide business organisation.

He wants the Special Background of **Connected** to simulate the influence and privileges such a *yuppie* high-flyer could expect.

The GM agrees and, together with the player cites the following examples:

- **Company cars.** Anywhere in the world that the company has a base the character can get a vehicle, often with a driver.

- **Prestige.** The character will have few problems with customs or any other "official" agency, once they know Who He Is and Who He Works For.

This also means he can hope to get away with minor infringements of the Law.

- **Research and Support.** The company has computer, legal and security services, all of which the character has some access to. Ex-

actly what and how he can use they will depend on how he justifies the use to his superiors.

Professional Bonus

This can be withheld from characters. It can also be increased to reflect particular "careers" that are emphasised or encouraged due to the cultural circumstances on the parallel.

Any relevant "career" areas should be noted in the Cultural Template for the parallel.

Disruptor manipulation can have a particular effect on the Professional Bonus.

They might, for example, manipulate a reduction in a Government's spending on its Health Service, causing a knock on reduction in all round "Medical Training" and so reducing the Professional Bonus for a "Doctor" to +15%.

Alternatively a culture where the use of Information Technology is encouraged, could result in a +25% Professional Bonus to a character whose chosen career revolves around Computer use.

Final Adjustment

Hopefully this should just be an opportunity to make a copy of the character for your own records.

The final decision on what skills to allow the player rests with you, the GM.

The Life Point system is designed to allow the player to create a character with two to three main skills. One or two of which can be further enhanced by the use of the Professional Bonus.

If a player comes up with a character who they want to have an exceptional number of high Skill Ratings you can allow them to do this, if you feel the character's rationale deserves it and that the character will not unbalance the game at the other players' expense.

Certain characters will, unfortunately, not be consistent with their backgrounds and rationales.



Others may follow the same *formula* as characters previously created by the same player.

Sometimes the best solution rests with giving a player who designs an unbalanced character too much of a good thing.

Simply redistribute the Life Points they have spent on certain skills to those skills they consider of the greatest importance.

This will result in a character with a small number of "top heavy" skills, all you then have to do is write an Adventure in which none of the character's skills feature in any important way.

The best solution is, of course, compromise. Explain to the player why you think the character is unbalanced, and decide with him the alterations which have to be made.

The Game System

The dice are the tools of the Game System, use them as such.

When a situation arises and you are not sure what should happen let the dice decide — roll a 1D10 and assign the possible outcomes to the dice roll.

For example, a shop-keeper bursts into the storeroom at the back of his shop, to discover the PCs fighting a Rook.

Possible reactions include: fainting, demanding what is going on, beating a panicked retreat, withdrawing to call the police, joining the fight on the PCs side ... and so on.

There are five options above, a 1D10 roll divided by two could be used to generate the option the GM applies.

Using Your Players

Have your players make most of the dice rolls. Tell them the modifiers relevant to any situation where the roll can be made *openly* and leave the work up to them.

This will save your time and effort and make sure that the players are involved in the game.

There is nothing worse, from a player's point of view, than seeing

everything their character attempts resolved by the GM. They do not feel as if they are actually controlling the PC at all.

You can also have your players make the dice rolls for some NPCs.

For example, if the PCs are *Listening* for a strange noise in a crowded room the other people, the NPCs, might also hear the noise.

Assign an average *Listen* skill and have your players make the required number of dice rolls — If the NPCs hear the noise their reaction will let the PCs know it's there.

Skill Resolution Rolls

It is not necessary, or desirable, to call for a Result Area on every Skill Roll.

Simply for the roll to succeed or fail will generally be enough.

Modifiers to the Skill Roll

These can have a bearing on deciding what level to purchase skills to during Character Creation.

As noted most N-Crit skill use qualifies for a +20% modifier.

This means that a character with plenty of time to think about his actions has a far greater chance of succeeding.

So a character at the foot of a cliff, with time to select the best route up it, who is rested and in good health, would get a +20% to his *Climb* skill.

A PC chased by a pack of wolves who comes on the cliff and begins climbing immediately would *Climb* at his basic percentage chance.

The use of one skill can often modify the use of another, thus the *Conflicting Skill Modifier*. This can be put to the PC's advantage.

In the situation above, if the wolf pack hunted character

paused to successful use *Observation* before beginning his climb he would (if the GM so rules) gain a bonus equal to the appropriate "Conflicting Skill Modifier" when making his *Climb* roll. ... but how much closer will the wolves have got?

Do not get bogged down in applying Modifier after Modifier to a Skill Roll, select two at most.

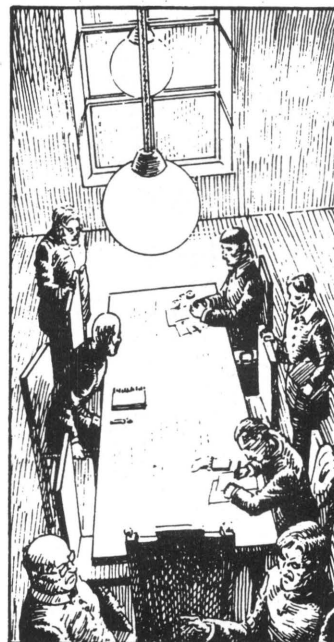
Too many Modifiers can slow the pace of the game down.

Sometimes, however, circumstances can get so fraught that a multitude of Modifiers, gleefully discussed and applied to a PC's skill roll can increase the enjoyment (and tension) of the game.

To save time NPC's Skill Rolls can be made at their un-Modified percentage whatever the circumstances.

The entire Game System can be simplified at a stroke by omitting the use of certain Modifiers. If you decide to do this make sure and apply the change equally throughout the Game System.

Discuss any change you do make with your players.



Resistance Roll Table

Obviously certain "matches" will have no chance of succeeding, whilst others, such as "95" vs. "5" have a One Hundred Percent chance of success.

Depending on the circumstances the same rule as the Skill Resolution Table could be applied: Always a 5% chance of success, always a 5% chance of failure.

Failed Skill Rolls

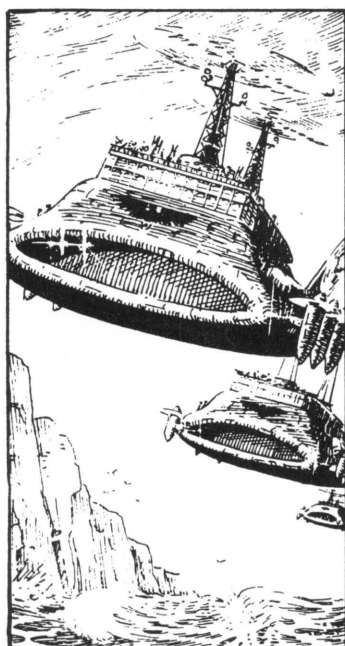
The full weight of this rule should only be applied to situations where the failed Skill Roll has placed the character in immediate danger.

Otherwise, just have the player make the complete Skill roll again.

NPCs need not be allowed such kind consideration.

In the example on page 17, had an NPC pilot failed his Pilot roll his plane would, if the GM so desired, simply crash.

NB: A failed Combat Skill roll or Psionics roll cannot be corrected.



Skill Definitions

You decide how a skill will perform in any given situation.

It may take more than one Skill Roll to achieve a certain result.

For example, one **Administration** roll to determine how a filing system works, another to locate the file the PC wants.

Using the Attributes

Always consider if a Skill should be used rather than an Attribute.

A character trying to sketch someone, but does not have **Arts** have them use **Architect**, at -10%, rather than a Result Area roll under **PSI** or **DEX**.

Encourage your players to suggest ways of using other Skills or Attributes when they come across situations they cannot deal with through the direct use of a Skill.

Combat

The Combat rules for LARP are designed to simulate the fighting which happens in the "Adventures of Luther Arkwright."

Some role-playing systems *weight* the Combat so that the PCs can often be hit several times, by a very powerful weapon, before even beginning to feel their injuries.

The Combat rules in LARP are slightly tilted towards encouraging the survival of PCs.

Thus the "half damage" when an Active Dodge is made, which in itself gives two chances to Dodge an attack.

In the case of modern Automatic Weapons the rules are designed to simulate the *genre* of action movies and comics where a lot of shooting is done, but (on what must be a poor Result Area) no one — especially the Hero — gets hit.

Combat can get very complicated, especially as both the play-

ers and GM can (indeed, should) get excited during a combat situation.

There are certain things the GM can do to speed up and simplify his side of the Combat, these are discussed with regard to each part of the Combat rules.

The players, especially in Combat, should be relied on to keep an accurate record of their PCs circumstances.

They should keep a *track* of their Actions, HPs and ammunition used and apply for themselves the effects of any Critical Damage, or Serious Injury.

Also, take care that Combat does not become the focus of your Adventures.

The LARP Combat system is designed to simulate Combat between roughly equal groups of opponents. Controlling more than twelve NPCs in Combat can become a little difficult; although there are ways to simulate mass combat.

Finally, if the PCs are ever outnumbered by more than two to one (and the enemy are reasonably effective fighters) then they will probably die. Which is not what a game needs at all.

Actions

Certain NPCs do not have to have a number of Acts determined by their DEX.

The GM can impose a limit, usually of 4 Acts, on *minor* NPCs; these are often called "spear-carriers" or, more tellingly, "cannon-fodder."

Automatic Responses

Where large numbers of *minor* NPCs are concerned the GM could decide to either reduce, or ignore, the number of Automatic Responses.

This does not have to be applied evenly through even a single fight.

A combat could begin with 20 NPC "cannon-fodder" attacking the PCs.

Initially they would have no Auto Responses.

When the PCs have whittled them down to a number near to the PCs' own the GM could introduce a number of Auto Responses.

Initiative

Combat in LARP can swing very rapidly back and forth. Which is how it often happens in comics and movies.

With the Initiative rules as they are it is perfectly possible for a character to win all his Acts and to use them running frantically away from a Combat.

This is not to everyone's taste.

Some players will complain if an NPC, faced by four SMG armed PCs, wins initiative and runs into a building, closing and locking the door behind them.

Remind them, if this happens, that they could find themselves in a similar situation one day, and "luck out" on a good Initiative roll.

If this does not satisfy them the following **Optional Rules** are offered.

• Initiative Limit

Limit the number of Acts which can be won on the Initiative roll to 2 or 3.

If you are going to use this option agree it with your players before you start playing.

• Breaking Initiative

The losing side can attempt to **Break** the winning side's Initiative.

The winning side gets its First Action of Initiative.

Following this the losing side can declare that they are attempting to **Break** their opponent's Initiative.

There can only be one attempt to Break Initiative per Combat Round.

The attempt does not have to follow the First Act of the win-

ning side's Initiative, it can come after any of the winning side's Initiative Acts.

Breaking Initiative costs an Act from everyone on the losing side, as a form of Active Combat Response.

Initiative is rolled again, if the side attempting to Break the Initiative wins then they get to use their next Act to attack.

Following which the remaining Acts are taken turn and turn about, as if Initiative had been passed normally.

NB: There is no point in trying to Break Initiative on the last Act won by Initiative.

For example, Jason wins Initiative and can use all his 4 Acts before Bron (4 Acts) and Stine (5 Acts) can let loose with the M16 Assault Rifles they have pointed at him.

The nearest cover is 150 feet away — 3 Acts of Sprinting (pg. 40).

- Jason sprints 50' in his 1st Act.

The two Disruptor agents decide to Break his Initiative. They use 1 Act each in the attempt.

Initiative is rolled again, Jason's 1D10 roll is a "5," the Disruptors a "6" — they have broken Jason's Initiative. Bron now has 3 Acts left, Stine has 4.

- The Disruptors fire on Jason, using Burst fire. They both hit. This is their 2nd Act.

Jason uses an Active Dodge, his 2nd Act, and avoids all the attacks.

This Dodge can, the GM rules, be combined with continuing to sprint towards cover.

A DEX roll is made (page 40), giving a D Result Area: Jason was obviously jinking from side to side and only covered a further 40'.

- Initiative passes to Jason, who uses his 3rd Act to carry on sprinting to cover, he has 60' to go, so tries a DEX roll, hoping for

a good Result Area. He rolls a D and only covers 40 this Act.

- Bron and Stine fire again, their chance to hit being reduced because Jason is now beyond the Eff range of the M16s. It is their 3rd Act. Stine hits.

Jason uses his 4th and last Act in an Active Dodge, failing in both attempts. He is hit by a single bullet, the Damage is halved: it is neither Critical Damage, or enough to make Jason Seriously Injured.

The GM allows a further DEX roll, to see how far Jason gets. The Result Area is C, 60', Jason throws himself into a full -50% worth of Cover (page 68).

- Initiative remains with the Disruptors now, as Jason has no Acts left.

As he presents such a poor target they use their remaining Acts, Bron has one left and Stine has two, to close up on him at a Sprint.

Bron covers 50', Stine 100'.

The Combat moves to the next CR...



Surprise

When deciding if the PCs manage to achieve Surprise use secret **Stealth** or **Hide** rolls.

If successful they attack with surprise, if failed Combat would begin normally.

When determining if the PCs are Surprised have the NPCs make the appropriate Skill rolls, then allow the PCs either **Observation** or **Listen** rolls (with or without the Conflicting Skill Modifier) to see if they notice the ambush.

This is part of *weighting* the game to the PCs advantage.

NB: Keep a note of any PCs that have Biosphere or Intuition.

A person with Acts left can still make an Active Dodge or Parry against the First *surprise* attack.

Actions

The easiest way to keep a record of Acts is to use a "five bar gate," with Auto Responses recorded in brackets.

Take things one Act at a time.

With the players go from the PC with the highest DEX to the PC with the lowest DEX.

Make a note of this "pecking order" and stick it to the front of your screen if you have one.

It is too easy for the players to get carried away and give instructions for what their character is going to do over two or more Acts. Try not to let this happen.

With NPCs the *major* NPCs should go first, in DEX order if there are two or more.

The other NPCs can be moved in any order you find convenient.

Movement in Combat

Characters making Attacks or Active Dodges or Parries can move up to ten feet.

A character making a simple, Automatic, Dodge or Parry, is more or less rooted to the spot. They cannot use it to "move" into another position.

This allows for situations where a character makes an Attack on an opponent, only to move slightly past them, or turn so that their back is at a wall.

Active Dodges especially are often combined with a slight (and sometimes not so slight) movement into cover.

The exact restrictions on Movement, especially where combined with another type of Action, must be decided by the GM.

Don't let a PC (or NPC) combine more than one other thing with movement.

Modifiers to Actions

The +50% Modifier to hit a target which is not moving can only be applied to targets which cannot react to the attack.

It is not applied to any opponent who just happens to be standing still at the time the attack is made.

It is, however, applicable to any inanimate object.

Keep this in mind when characters are throwing ropes or grappling hooks.

Throwing explosives: the target is usually taken to be a group of mobile opponents; such as lobbing a grenade into the centre of a group of soldiers.

If the target were something like a stationary truck the +50% modifier would, if the GM so rules, be applicable.

• Aiming

An Optional Rule.

For every Act that a character spends aiming a Projectile Weapon they gain a +10% Modifier to the Attack Roll.

The maximum number of Acts that can be spent Aiming is 3, to a total modifier of +30%.

If the character's *aim* is upset (by being attacked, injured or otherwise distracted) the Aiming Modifier is lost.

Combat Skills

It is very costly, in terms of Life Points, to become an effective fighter, especially a Martial Artist using a large number Hand to Hand Sub-skills.

This is why there is the **Warrior Option**, which is a form of Professional Bonus.

Most players will be content with having just one or two Combat Skills at a 40% to 60% level.

If, however, you are running Adventures in which Combat features predominantly, then it is advisable to make sure that at least two PCs are well versed in some, appropriate, form of fighting.

One problem is that, as with Psionic characters, players may well see a PC with highly developed Combat Skills as the best sort of character to play.

Certainly they have a better chance of surviving Combat, but such characters rarely have the personality (ie. character rationale) to develop the other skills which can be of even greater importance in the struggle against the Disruptors.

Hand to Hand Skills

The SPs may be lower or higher, depending on the Cultural Template.

Also, a character who rationale specifies that they have spent a large part of their life in a "violent" area, where conflict is part of everyday experience, *might* be allowed increased SPs, and perhaps a small **Warrior Option** bonus.

Hand to Hand Sub-skills

If a player wants to be effective in the use of Sub-skills requiring a Result Area they should make sure that the character has the basic skill (Fist, Kick or Grapple) to at least 80%. The Result Area purchased should be C.

The lower Result Areas should be used to simulate the "skill" of an amateur or student in the martial arts.



Certain Sub-skills will be negated by Armour; GM's ruling.

A Nerve Strike on a knight in full field plate armour, or even chainmail, would be impossible.

The Damage Multipliers are also applied when a Sub-skill succeeds.

So a successful B Result Area Nerve Strike to a target will do 1D10x2, as well as the Location Effect.

Certain Sub-skills can cause the Target to lose their next Act.

If the Target has no Acts left in the present CR the Act is lost from those in the next CR.

Hand Held Weapons

Some weapons need a minimum amount of space to be used effectively.

If you judge that there is not enough room to use the weapon effectively half the chance of hitting with it.

For example, attempting to hack someone with a Greatsword when they are grappling the sword-user.

In these circumstances use the butt, pommel or haft of the weapon to strike (Club skill rating) might give a better Attack chance.

Hand Held Weapon Sub-skills

Disarm and Weapon-Breaking. The Bonus can only be applied to the specific weapon(s) that the character trains to Disarm with.

So a character with Long Sword: 80 [Katana: DB +2; Disarm +15], would have a 31% of Disarming whilst using a Katana.

If he were using a Rapier his Disarm chance would be 16%; the highest figure in Result Area B for a Skill rating of 80%.

A Disarming or Weapon-Breaking Attack does no actual Damage to the target using the weapon.

Projectile Weapons

Ranges

Most Projectile Weapons can either be thrown, or fired, far beyond their listed Max range.

For Hand Hurlled Weapons the STR of the person throwing the weapon can have an effect.

• Optional Rule

Increase both the Eff and Max Range by 5' per point of DB that the person throwing the weapon has.

A DB of +2 would increase the range of a Javelin to Eff: 50' Max: 110'.

A bullet from a high-powered pistol can travel between a mile to a mile and a half.

Such a bullet would still have about a third of it's energy left: in Game terms it could do up to 2D10 Damage.

Range in LARP actually distinguishes between the *extreme* range of Projectile weapons and the range which they may be *Effectively* aimed and used against a target.

The ranges listed are those within which the weapon's user can control the aim of the weapon.

Target's beyond the Max Range can be attacked, up to an

Extreme Range equal to twice the Max Range.

The chance of hitting is equal to one quarter of the Weapon Skill and the Damage done is always halved; no matter what the actual Result Area was.

Beyond Extreme Range, for Device Driven and Advanced Projectile Weapons only, the chance to hit is again halved, up to the Ultimate Range which is twice the Extreme Range.

Projectile Attacks Which Miss

There are no rules in LARP for determining if a bullet ricochets into another target, or if another target along the path of a projectile which misses it's intended target will be hit.

A Miss is a Miss.

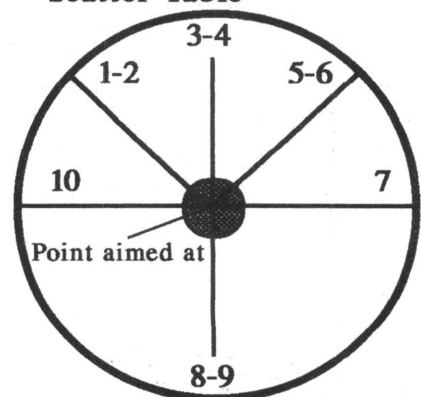
In describing what happens to such misses the GM has considerable "artistic" scope for detailing the effect of stray missiles, especially bullets, on windows, cars and walls.

Exceptions can be made for *minor* NPCs whom you judge to get in the way of such "stray fire."

With thrown explosives, especially grenades, a Failed throw roll requires finding out where the missile landed.

Roll 1D10 on the following table to determine the direction that the missile veers off in.

Projectile Weapon — Scatter Table



How far away the missile lands is determined by 1D10 times 5', up to the Effective range of the missile.

Damage Multipliers

The *Damage Multipliers* mean that even a slash from the smallest of blades might render unconscious, or even kill, a character.

The GM has the option of not applying the **Damage Multipliers** to any attacks done by NPCs.

In practise this means that PCs will live longer, although certain weapons are deadly enough without the **Damage Multipliers**.

Certain NPCs, such as Disruptor Knights, Bishops or any other *major* NPC should, of course, have the full range of Modifiers (Combat and otherwise) applied to them.

They are, in effect, the most *real* or *significant* characters that the PCs will encounter, so you can afford the time and effort to treat them as such.

Critical Damage

The players should be responsible for telling you when they take possible Critical Damage, probably in the same moment as they make the END roll to see if they avoid it.

Unless a target is wearing Armour the Hit Location roll only becomes necessary once the END roll has been failed.

Minor NPCs can fail END rolls automatically. Rather than going through the Hit Location and Critical Damage procedure you can decide that any attack doing Critical Damage will take certain NPCs completely out of combat — either unconscious or in shock.

Armour

Have your players make the Total Protection roll for themselves, and work out how much damage they eventually take.

The performance of certain skills can be impeded by certain sorts of armour.

Swimming in chainmail has never been very easy.

Cover & Concealment

Popping into and out of cover can use up a lot of Actions, making Combat go faster.

Remember that there is always a 5% chance of an Attack succeeding, even if the modifiers reduce the attack skill to zero or below.

Injury & Recovery

Immediate Recovery

This rule usually keeps the character's on their feet far longer than can realistically be expected, but they are, after all Heroes.

The "Damage Multiplier" appropriate to the END roll result can be used instead of "x 5" to the character's RR.

Or you can limit the number of Immediate Recoveries a character can attempt to 5 (or "RR") per day.

Injury Levels

The "-2" to Initiative is used to adjust the number of Acts a Seriously Injured character has available on a winning Initiative roll.

If Initiative were won by "3" then a Seriously Injured character would be able to use only 1 Act before initiative passes to the other side.

His (uninjured) companions would have 3 Acts before initiative passes over, with the injured character using his single Action at any point during those 3 Acts; on his *turn* as determined by the DEX order.

Recovery

The character recovers at the rate determined, it does not increase when he passes from under half HPs to a "Minor Injury" status.

Other Damage

Falls

A character can attempt to **Jump** down any height.

A successful Jump roll will increase the height they can jump from before taking Damage, and a



DEX roll will decrease Damage by 1D10.

So the maximum height, if an A result area is obtained and the DEX roll is made, without taking Damage would be forty feet.

Other Objects and Damage

Characters will find themselves shooting at vehicles, planes and other objects for time to time.

Usually with a view of disabling or destroying them.

There are two ways for deciding how the object is affected.

One way is to give every object a certain number of HPs, and state that at half HPs the object is disable, at zero HPs it is destroyed.

Another is to use the Damage done and the Skill (or Attribute) used to inflict it to determine what happens.

The commonest attempts to damage objects in gaming are usually breaking through doors or disabling vehicles.

Doors can be given a STR rating and be forced open by a kick or other blow. The Active Attribute would be STR *plus* the Damage done by the attack.

You could also require an Attack roll, Result Area A to C or D, depending on the strength or position of the door; but bear in mind the target will be stationary, in most cases.

In other circumstances the Weapon Breaking rules, page 50, can be adapted.

First of all decide on the quality and construction of the object.

Then consider what the attack is being used for.

For example, using a sledge hammer to break through a wall.

A well made brick wall would be the equivalent to Standard Metal of Good Quality: 60% of surviving an attack.

For an attack to have an effect it would have to fall into Result Areas A to D.

On a successful attack the GM makes a D% roll for the wall. On a "61+" a hole is knocked in the wall, the GM rules that 4 such holes are required for a space large enough to crawl through.

Aimed Attacks can be made at the vital points on cars, or other machines.

The chance for the attack having the desired affect would be a percentage chance equal to the Damage Done, after Damage Multipliers. This could also be adjusted for the circumstances, as you decide.

For example, a bullet is used to shoot out the tire of a car.

The Attack does 4D10 damage – 22 – Damage Multiplier of x2 – 44.

A basic 44% chance, which the GM modifies by a further +20%. Giving a final 64% chance of blowing the tire out.



Improving Skill Ratings

Experience

The players should record when they make a successful Critical Skill use during the course of an Adventure.

Each time they succeed in the use of a Skill there is a chance that the *experience* they gain may increase the Skill Rating.

This is checked after each Adventure or, if you wish, when the character has time to reflect on what they have done during Game Time.

To increase a Skill the character must roll *over* their current Skill Rating on D%.

If they roll over the Skill Rating it is increased by 1 to 5 points; roll a 1D10 and divide by two.

For example, a Jason has used **Escape Artist** to escape from some Disruptor controlled terrorists. His current **Escape Artist** rating is 45%.

To increase this he has to roll "46" or higher on D%. He rolls "77" and then rolls a 1D10, giving a "5." His Skill Rating increases by two (five divided by 2, round down) to 47%.

You may decide to award a one percent increase if the experience check roll fails, if the Skill was used in an imaginative or Heroic way during the Adventure.

Training

There may be long gaps between Adventures in Game Time. During which the characters can attempt to improve their skills, or learn new ones, by training.

Characters are limited to WIL divided by five training attempts in a year.

The character must have the right conditions and equipment in order to train successfully. It takes one week for each training attempt.

Training Attempts

To learn a character must be Determined, see page 18. A successful Determination roll is required.

He must also understand what he is learning. This requires a Comprehension roll under the character's INT.

If both rolls are made the Skill Rating is increased by 1D10.

If a new Skill is being learnt the first successful Training Attempt will give the character the FP bonus, if any, rather than a 1D10 increase.

Teachers

The character must either study the skill for themselves, or be taught by some one who already knows it.

Teachers must has a Skill Rating of 50% in the Skill being taught.

Teachers can modify the Determination and Comprehension rolls made by the character, increasing the character's can of learning.

The GM makes a D% roll against the Teacher's Skill Rating, if successful the Conflicting Skill Modifier is subtracted from the Determination and Comprehension rolls that the character makes.

Increasing Psi-Skills

Psi-skills are only rarely increased by experience, and training can provide only a limited increase. Intense trauma, such as Arkwright's near Death on two occasions, can cause unpredictable increases or developments in a character's Psi-skills.

Experience

To increase a Psi-skill by *experience* requires the Psi-skill roll to have been a Result Area A. If this is the case the Psi-skill can be increased by a single percentage point *if* the player rolls an A or B Result Area using the PSI Attribute as a percentage.

Psi Training

See the following pages for details.

Psionics Notes

How Psionics work on any given Parallel is determined by the GM. The important thing is to be consistent in how the differences are applied.

The initial refereeing of Psi-skills can be difficult, until you and your players are familiar with the Psi rules.

This burden can be greatly eased by restricting the Psi-active character to a single PC and further restricting the Psi-points he can spend on any single use of a Psi-skill to 5 or 10.

This limit could be either an effect of the Psi-matrix or a "quirk" of the character's psychic ability, which might change later — probably at some suitably dramatic point in an Adventure.

You can also restrict the Psi-skills that the players can select. It is more likely that you will actually be choosing the Psi-skills that the character(s) will have, when they are revealed as a Latent psionic, rather than your players.

Be guided by their preferences and the requirements of the Adventures you intend to run.

Using the Psi-Matrix

The Psi-Matrix is a wonderful excuse, the perfect (and hopefully subtle) *deus ex machina*.

Fluctuations, shifts, eddies and energy warps in this totally imaginary realm of Science can be used to justify any sort of phenomena or effect.

The activities of the Disruptors only make sense when one knows that they were attempting to form the Psi-matrix into a rough "energy pattern" on which FireFrost could then get a *grip* and recast in the form intended by the Bringer of Light.

(Interestingly enough he was wrong, as he was in his own Galaxy, had he succeeded the local Multiverse would not have behaved how he calculated it would.)

As a pseudo-science it is open to any interpretation you feel confident to place on it.

The basic tenant is that Psi-matrix is the binding force of the Multiverse.

That any action, thought or event within in has an effect on it.

Psionics are able to manipulate the Psi-matrix by using accessing the Psi-energy of their own *being*. Such manipulation is shaped into distinct ways of using the Psi-matrix — the Talents and Psi-skills — by human consciousness.

A totally Alien Psi-active consciousness would be able to manipulate the Psi-matrix in a totally different fashion.

One such example is Time Travel. Humans have only ever Time Travelled as a result of Wildcard events, but some Aliens (ie. Changelings) are able to travel in time through the Multiverse.

Psionics in Play

Any element of a Psi-skill can be varied by spending Psi-points.

If a player wants to achieve an unusual effect have them spend additional Psi-points to achieve it.

An example would be using Biosphere to slow down certain bodily functions, such as breathing or even aging.

A character with Biosphere would be able to go without breathing for every CR he spends a Psi-point to (and makes a Biosphere roll) that particular purpose.

Most Psi-skills can be used to duplicate the effects of another.

The single exception is that of **Enhancement**, where all the three possible variations are permanently focused on the psionic.

When used to this purpose the Psi-point cost is greatly increased, costing either 5 or 10 Psi-points for every *element* of the Psi-skill use.

This is easiest to imagine where Biosphere, the Life Pulse surrounding the character is concerned.

This "energy field" can be used to pick things up, set energy

...AND BESIDES ARKWRIGHT'S UNIQUE ABILITY TO PASS THROUGH THE PARALLELS UNDETECTED THERE ARE HIS REMARKABLE PSYCHIC ATTRIBUTES.



patterns in people's minds or read them, and relay images (both actual and stored resonances) of any area or object within the Biosphere; thus covering Psychokinesis, Telepathy and Psychometry.

Yet Psychokinesis can do everything that Biosphere can, although not as efficiently.

It can reach out an "arm" rather than a surrounding sensory field, it can heal by moving and "transmuting" within an injury, and could stop dead rather than tumble an attack. Given that matter is energy it can stop the nervous impulses conveying pain — and if it does that then a telekinetically crafted "thought" can be implanted, or the "shape" of a thought felt by telekinesis.

The cost would be high though. In terms of both Psi-points, possible Wildcards and the sheer mental anguish that the psionic suffers.

With psionics anything may be possible. The earlier rules lay a framework of the accepted *norm* of Psi-skill use, how far it is actually taken is up to the players and you.

In actually playing psionics the players should role-play the consequences of using these *occult* skills.

Arkwright suffers from the psychic excesses of dangerous Psi-skill use. The effort required to "mesh" his Biosphere with those of the Puritan Cabinet, in order to overlay their perception of reality with one he creates, almost kills him.



Psionics suffer dramatic nose bleeds, headaches, nausea and find it difficult to sleep.

They catch half glimpses of things beyond the knowledge of normal men, hear fragments of the tormented music of the multiverse and may, if they are unlucky, have something inexplicable and terminally nasty happen to them.

When GMing Psi-active characters be sure to make a note of the Talents and Psi-skills they have which operate all the time.

Consider what effect these are likely to have even before running an Adventure; especially if you have to construct any Precognitive visions.

The threat of Wildcards and other psychic ravages should keep your psionic playing players in check, but be especially careful that the "Psi-guys" are not stealing the glory in each and every Adventure.

Psi-Skills in Combat

It takes a single Act for most uses of a Psi-skill. The character spends the Psi-points and the effects take place in the same Act.

When you start playing allow the Psi-active characters, when using Psi-skills, to go first on any Combat Round "pecking order." Which means that the psionics on either side get to go first in any combat.

Where there are two or more psionics the one with the highest PSI goes first, next highest second.

Finally the use of PSI instead of DEX can be substituted into the "pecking order." On average the psionics will be acting before most people, but some characters with high DEX will be able to move faster than thought, so to speak.

This means that, at the start of every new Act, the player should declare that they intend to use a Psi-skill, if they don't have them Act at their usual, DEX determined, place

Psi-skills can also be used as an Active Combat Response. Allowing Psychokinetic parries, telepathic Dodges ("I implant the thought that I'm to the left of where I actually am.") and Psychometric intelligence gathering ("So, the gun is loaded, but the first bullet's a dud."), in the midst of Combat.

Wildcards

Most of the time these events serve to add colour to the use of psionics.

They provide the accompanying eerie or eldritch light that gleams in a psychic's eye as they use telepathy, the minor telekinetic *breeze* which flutters disconcertingly as Biosphere or Psychometry is exerted, the pulsing glow of the life pulse of the hands of a Healer, or the flickering flame of a *Hero Light* on the brow of a psionic exerting his Enhanced STR, DEX or END to the full.

These Minor Wildcards may be made up as required and scattered through the Adventure to enhance the play.

In doing so they will distract from the smaller *significant* psionic events, which are often important to an Adventure, and which the PCs may well mistake for a Minor Wildcard.

If you don't use Minor Wildcards the PCs will investigate any and all uncanny happenings, rather than sometimes missing the tree for the wood.

Minor Wildcards include:

- Glowing lights. Either random lights, or twisted images from another parallel, or past or future events — all too incoherent to even see clearly.
- Strange noises. Which can include sounds from another parallel or the aural replaying of some past or future event.
- Minor malfunctions of machinery. Such as radios and TVs fading in and out, or dying completely. The fogging of camera film.
- Drops in temperature. Very popular when Clairvoyance/Audience is being used.
- Decay of Organic Material. Flowers wilting, drinks going stale, food spoiling and paper yellowing.
- Stigmata. Or other *source less* bleeding, which does not damage, but can be very disturbing (and rather messy.)
- Minor teleportation of objects. Such as car keys appearing in the pocket in which they are usually kept.
- Smoke bending into strange shapes, images forming in dust and actual ectoplasmic manifestations.
- Sudden drenching sweat (unless the character has Biosphere).
- Poltergeist activity — although not serious enough to cause any damage.
- Freak weather.

Major Wildcards

These are tailored to the individual psionic and are the result of prolonged use of Psi-skills.

As a character uses Psi-skills they build up a *charge* in the Psi-matrix, which eventually grounds itself through a Wildcard orientated (usually) around the psionic.

Psi-PRO

The chance of a Major Wildcard occurring is equal to a character's Psi-PRO, *plus* the Parallel Psi-PRO as noted in the Cultural Template, *plus* ten (or 1D10) for every use of Psionics (which use Psi-points), either as a percentage, or a pre-calculated threshold.

For example, Arkwright has a Psi-PRO of 40, he is on Para. 00-72-87 which has a Parallel Psi-PRO of -50. The basic chance for a Major Wildcard is -10%.

Arkwright uses Psionics seven times on Para. 00-72-87 before meeting Fairfax in the Hilton Tavern, increasing the chance for a Major Wildcard to 60%. On his "exorcism" of Murdock in the Hilton the chance is raised to 70% and, on a D% roll of "42," a Major Wildcard occurs.

Alternatively the Major Wildcard threshold, decided by the GM, of 60% is met and the Wildcard automatically discharges.

The Wildcard in this case is Fear and Loathing emotional implants in the onlookers, together with an ectoplasmic display of satanic imagery.

If Arkwright had not used "superstitious rhetoric" to calm and reassure them the mob would have taken him for a witch and attacked him.

Setting a Threshold allows you to design a predetermined selection of Major Wildcards, designed to fit the Adventure circumstances.

Major Wildcards include

- Psionic amnesia. The psychic forgets how to use a Psi-skill, or a number of Psi-skills, for a period of time.
- Loss of Psi-points. A drain of 1D10, or more, Psi-points into the Psi-matrix.
- Teleportation. Usually to an area the psionic has been before. This can include Trans-Parallel Teleportation.

Although options include appearing in an area where people are thinking strongly about the character, or an *image* of the character. (Many summoned Demons and Devils were people from other parallels.)

- Major malfunctions of equipment, usually within the character's Base Range.

With effects ranging from clothing falling to pieces, weapons spontaneously discharging, the working parts of machinery being twisted out of shape, electrical equipment exploding.

- Damage. St. Elmo's Fire lightning which inflicts 1D10 damage to all within the psionic's base range. Painful stigmata, doing 1D10 damage.

- Mental injury, reducing 1D10 randomly selected skills by 1D10 each.

- Showers of matter. Some may hit for 1D10 damage, others can be poisonous or infected.

And so on.

In effect these Wildcards can be used to keep the use of Psionics in check.

The fatal Wildcards of Spontaneous Human Combustion and Transmutation of calcium to jelly in the body can be kept for the *really* persistent Psi-skill offenders.

Special Wildcards

These are Wildcards which usually have some beneficial effect.

To begin with the psionic will have no control over these Wildcards, but with time a measure of control may be achieved — as with Arkwright's ability to travel between the Parallels.

The GM will determine the degree of control over a recurring Wildcard which a psionic can exert.

Precognition

Precognition is the commonest Wildcard.

The character may get glimpses of the future — although *what* future and *where* can often muddy the waters.

If a character has Precognition you will have to determine if they will have any "Precog" flashes about the Adventure and how useful these will be.

As the GM you are in the unique position of knowing what the Adventure contains. Predicting likely occurrences is quite easy, and gets easier the more you GM and the better you know your players.

Should you get it wrong then the PCs have, by their actions, totally changed the pattern in the local Psi-matrix and removed the

resonances which created the (now incorrect) Precog imagery.

A lot of psionics get to see images of themselves dead or dying.

This sometimes means that they think they can only die when, for example, wearing a white silk shirt. Having them suddenly step over the body of a dead Alternative Self will sober them.

Create one precognitive image for every ten points of *positive* Psi-PRO for an average Adventure. For every ten points of *negative* Psi-PRO there is a 5% 1D10 images.

Each image has a chance equal to the character's PSI of being true, although whether of any use to the psionic will be determined by circumstances.

For example, Arkwright's Psi-PRO indicates an average of four "visions" per Adventure.

The selection could include:

- Recurring image of own death.
- An old woman by a camp fire, swathed in a tartan shawl.
- Images of torture.
- King Charles running with a flag in his hand.

Teleportation

An extremely useful Wildcard, when it can be controlled. Unintentional Teleportation is an annoyance, sometimes a dangerous one.

Most Wildcard Teleportations will move a character within the Base Range. Often causing nothing more than a disconcerting disappearance and reappearance, say, twenty feet away.

After a while the psionic gets to know the feel of Teleportation and can, when it next occurs, attempt to guide the effect by spending Psi-points.

The Psi-point cost goes up in groups of 10 Psi-points, for every 10 Psi-points spent there is a 1 in 10 chance of the psionic getting the effect he desires.

What is possible is only limited by the Psi-matrix. A character could Teleport right around the world, the Psi-energy required is provided by the Psi-matrix, the character just uses his Psi-points to nudge it in the desired direction.

The nature of the Wildcard can vary from Parallel to Parallel, and from psionic to psionic.

On some parallels Teleportation may only work along Ley Lines. Some characters might not be able to cross large bodies of water using it, or Teleport within cities.

After a time the psionic can attempt to summon the Wildcard effect, spending 10 Psi-points per attempt. A roll under PSI is required, sometimes with a specific Result Area, or further conditions, such that the psionic have more than half his Psi-points.

Arkwright's "Special" ability of Trans-Parallel Teleportation is a Wildcard enhanced by the Five.

To use it Arkwright has to have at least eighty percent of his Psi-points (67), and must make a PSI roll and a WIL roll, it costs only a single Psi-point to use.

In his early use Arkwright would appear near major Psi-foci, such as Stone Circles or areas where significant events had happened (especially battle fields). This was refined to an ability to home in on Rose's various Alternative Selves, followed by a special use of Biosphere to *feel* into the Psi-matrix and select the point of emergence on any given Parallel.



Standing Waves

If a something happens often enough the Psi-matrix becomes imprinted with it's resonance. This will cause the same thing to happen should similar circumstances arise.

This "imprinting" of the Psi-matrix is what causes the repetition, or near repetition, of historic events across the parallels. Significant events may echo back and forth across the multiverse, so that history repeats itself (as closely as it can) again and again.

On a purely local level the Psi-matrix can become imprinted with **Standing Wave** Psi-skill uses, or even after a single unusually powerful Psi-skill use or Wildcard.

Biosphere operates all the time because the Psi-matrix has altered to let it operate continually. As with the self-focused Enhancements, where the psionic creates a personal Standing Wave.

Talents are the commonest Standing Waves, found across most parallels.

On individual parallels unique Standing Waves may have been impressed upon the local Psi-matrix.

Astral Projection, page 96, is an example of such a Standing Wave.

It does not actually require the user to be Psi-active, all that may be required is a WIL roll.

On most parallels there are further limits, such as having to have a certain PSI total, if not a Psi-active character. Or the need for self-hypnotic ritual or drugs to get the Non-active character in the right *frame* of mind to access the Standing Wave.

Standing Waves can be created to do anything.

On some parallels thousands of Standing Waves have been created. These are the *magic spells* and *incantations* of legend. There is, due to the nature of the multiverse, a tendency for some weak *shadow* of these *spells* to cross over to neighbouring parallels.

After a while all that transfers are the rituals or phrases required

to use them, the actual Standing Wave does not exist on that parallel.

This gives rise to volume upon volume of supposed magical grimoires which have no practical use; all the theory, but no effect.

The GM can create Standing Waves. He must detail the effect and the circumstances required to trigger the standing wave.

Most require a WIL roll. The more powerful ones require the spending of Psi-points to activate them.

Part of Disruptor activity is the erasure of Standing Waves.

Other Psi-Skills

Unique Psi-skills can be designed by the GM, or a player may have an idea for a new Psi-skill.

The same guidelines as Designing New Skills, on page 26, apply. Essentially, don't step on the toes of any existing Psi-skill.

There are certain Psi-skills which are extremely rare.

The one which has most bearing on LARP is the **Empathic Link**, which is a form of Telepathic communication. It is the technique through which Zero-Zero recruits almost all of it's new agents.

Empathic Link

One consequence of the similarity between the parallels of Earth is the existence of Alternative Selves — the same person in appearance, very often with the same personality.

On parallels similar to the Parallel of Origin of the character there is a 70% chance that they will have an Alternative Self on that parallel.

This chance reduces gradually as the difference between the parallels increases. Although it is never less than 5%.

On some parallels an Alternative Self may exist who have no genetic relation to the character, but has broadly the same personality. These "Sisters under the skin," as they are known are very rare.

Any character with any Telepathic Psi-skill can have, or may develop as a Latent ability, an Empathic Link.

If a character wants to design a Psi-active character with this skill, the SC is 5 for the basic E-Link, 10 for the enhanced E-Link.

Basic E-Link

This allows the Psi-active character to contact and communicate mentally with an Alternative Self (AS).

The percentage chance for successful communication is PSI, *minus* the Parallel Psi-PRO of the parallel the AS to be contacted is on, *plus* 5% per Psi-point. (A Psi-point is also required to *power* the skill use.)

Once the link is established it can be maintained as long as the characters require, at no further cost.

Enhanced E-Link

As the Basic E-Link with the additional ability to use the skills and knowledge of their other Alternative Selves.

They are in a permanent condition of *weak* contact with one or more ASelves, and are able to access any use their skills.

It costs 5 Psi-points to access a skill, or knowledge, for a number of hours equal to the character's Psi-RR. The maximum number of skills, or fields of knowledge, which can be accessed at any time is equal to Psi-RR *times* two.

The GM must decide which skills, and at what ratings, are available to the character.

E-Link & Wildcards

The E-Linked character can often be affected by what another AS is feeling or doing.

Sudden twitches as an AS moves violently on another parallel, bursting into (apparently) inexplicable laughter or tears, and experiencing an AS's pain — especially their death — are all common Wildcards.

Improving Psi-Skills

Psi-skills can be increased through experience, trauma or training.

Experience

See page 119.

Trauma

The GM designs these rewards within an Adventure.

Surviving the Trauma of an Awakening gives a Latent psionic his Psi-skills.

Other Latent powers are usually revealed during the traumatic events of an Adventure.

Arkwright's own Psi-skills and PSI itself were greatly enhanced by his two strange Deaths.

Training

ZeroZero (and the Disruptors) teach methods of meditation and techniques of mental *visualisation* which enhance the performance of certain Psi-skills.

ZeroZero can sharpen the use of Talents through the use of hypnotic training aids, or through Thought Implants accepted willingly by the subject.

This allows the Talent to be *fine tuned* for specific uses.

Enhanced Senses can be tuned to focus on the range of sound used by the human voice, the trained character can filter out back ground noises, and gain a +10% modifier when trying to **Listen** to conversations.

The use of the other enhanced skills can also be refined.

Intuition can be fine tuned to *recognise* potential ambushes or other dangerous situations, simply by training the character in "mock" situations — role-playing *within* a role-playing game.

Spatial Awareness can be used to train in set routines, such as escaping from a certain set of hand cuffs, using computer designed manoeuvres when flying a combat aircraft or practise on driving a particular make of car.

When the character comes across similar circumstances in an Adventure they would gain a +10% to +20% modifier.

Time & Directional Sense can be orientated around a chosen target or frame of reference.

The character will be able to correlated the Talent with maps and time-tables or other knowledge.

Allowing them to make accurate predictions about how long a journey will take, the time a sentry will make between passes on sentry-go and will be able to hold a *time-lapse* image of probable events based on a briefing or knowledge they hold.

The last ability makes such a character ideal for judging the setting of time delay fuses on booby traps.

Psi-Skill Rating Increases

ZeroZero's techniques can train a character in the effective use of the following Psi-skills.

- **Biosphere.** +10% to the Psi-skill rating.

Simulation training in identifying the Life Pulses of various cultural types and the likely Life Pulses of Disruptor agents.

- **Psychometry.** +10% to the Psi-skill rating.

Training allows the character to focus their ability to get the most information possible from the Psi-matrix. If the character spends an additional 5 Psi-points they can shift the Result Area one column to the left.

- **Telepathy.** +10% to any of the Psi-skill ratings.

Specific training is given in the area of the **Empathic Link**.

Initially a psionic with the E-Link can contact 1D10 Alternative Selves. Hypnotic therapy an auto-suggestion will allow the psionic to reach further, contacting more ASelves.

To succeed a Result Area A or B is required using the character's PSI as a percentage. It takes between one to five weeks for each such attempt, during which the psionic can do little else.

Disruptor Psionics

The Disruptors use a variety of psionic agents and agents who appear to be psionic, but are not.

The Psi-skills and *styles* in which they are used shows no consistent approach, at least as far as ZeroZero can discern.

The use of psionics has a direct, sometimes incalculable, effect on the Psi-matrix.

The Disruptors can, sometimes, find themselves on the horns of a dilemma: in situations where, if their agent uses psionics, he will undo part or all of the Disruptor's work.

ZeroZero agents have found themselves faced by powerful Disruptor Knights, who have been more than capable of foiling them psionically, yet the Knight has not used his Psi abilities at some crucial juncture — leading, on occasion, to the death of the Disruptor.

This baffling behaviour is yet another aspect of Disruptor activity that ZeroZero has no explanation for.

Psionic Disruptors can come from a variety of backgrounds.

The deadliest are the **Disruptor Knights**, invariably powerful psionics, trained and conditioned in the use of their Psi-skills in secure Disruptor bases. In addition to their Psi-skills a Disruptor Knight will be implanted with a number of "artificial" Psi-abilities, created by conditioning and Disruptor Psi-machines.

Freelance psionics, often duped and deceived by the Disruptor Lodge they work for, can be just as powerful and deadly as the Knights. They can be far less predictable, as they can use their Psi-skills without restriction.

Other Disruptor agents are often *implanted* with psionic defences or minor Psi-abilities.

These artificial shields provide an unbreakable defence against most forms of psionic interrogation, as well as a creditable defense against other forms of mental attack.

On problem with the more powerful Psi-shields is that they tend to cause mental instability in the person possessing them.

Disruptor Bishops, such as Cromwell, have an alarming tendency to be psychotic. ZeroZero has regularly identified Disruptor Lodges by looking for a powerful world leader, industrialist or religious pontiff who conduct indicates a deranged psyche.

Psi-Active Disruptors

Disruptor Knights

Special Disruptor Agents selected in childhood, or bred from Psi-active stock, they are at the cutting edge of Disruptor activity across the parallels. They are invariably male.

Knights can have any Psi-skill or Talent. Although, due to the Disruptor breeding programme, Knights with Intuition and Biosphere are extremely rare.

Disruptor Psi-training will enhance any Psi-skill rating by +10%. It is during the course of this training that the Knight is implanted with his Psi-shields and other artificial Psi-abilities.

Freelance

Created as a normal Psi-active NPC, but at some point either recruited or hired to the Disruptor cause.

Many will not know exactly who they are working for, being dupes in the usual Disruptor fashion. Consequently they may not have any implanted Psi-shields or Psi-abilities and will be difficult to identify as Disruptor agents.

On the other hand they can — and have been — *turned* by ZeroZero agents.

Freelances who have some knowledge of the nature of a Disruptor Lodge will usually have been implanted with Psi-shields.

They often form part of the Disruptor Elite on a parallel and will have received the conditioning which makes them loyal to the Disruptor cause.

Disruptor Lodges

The *native* agents of the Disruptors are often implanted with Psi-shields. The creation of these Psi-shields involves hypnotic and *thought implant* conditioning, insuring the unquestioning loyalty of their *lesser* agents.

Significant native Disruptor agents may also be implanted with **Standing Wave** Psi-abilities, which act automatically under certain conditions.

These include the psychic defences which almost killed Arkwright when he assassinated the Puritan Cabinet on 00-72-87, together with more subtle abilities, such as creating an *Aura* of command and power around Disruptor Bishops.

THIS WAS A GOOD CHANCE, DYING, THE AGENT WOULD PERHAPS DIVULGE INFORMATION THAT NO AMOUNT OF MIND PROBING COULD PERCEIVE... INFORMATION USUALLY KEPT LOCKED BEHIND MENTAL SHIELDS ARTIFICIALLY CREATED BY DISRUPTOR MACHINES. ARKWRIGHT TRIED A THOUGHT IMPLANT...



Psi-Shields & Implants

These are created by a combination of hypnotism, *thought implants* and manipulation of the subject's Life Pulse by Psi-machines.

Although never observed by ZeroZero directly they have come across photographs and engravings which show the use of a helmet-shaped machine and the injection of drugs.

Psi-Shields

There are five types A to E.

All have the same basic effect. The Psi-shield rating is used instead of the character's WIL when resisting Mental Attacks.

All confer total immunity against any form of mind reading, although emotions may still be detected and identified.

Type A •80.

The most powerful Psi-shield, implanted in Disruptor Knights and Psi-active Disruptor Bishops.

It acts as an *effective* WIL of 80 when resisting Mental Attacks — note that the character's *actual* WIL is used when making Mental Attacks.

Unlike the other Psi-shields it can be increased by spending Psi-points, making it a powerful defence indeed.

Type B •70.

The commonest Psi-shield implanted in Disruptor Bishops and the Lodge Elite. It's use is often combined with various Standing Wave Psi-abilities.

It defends against Mental Attack as an *effective* WIL of 70.

Type C •60.

Psi-shield implanted in notable Disruptor Pawns. In most cases they are conditioned to have no memory of the Psi-shield having been implanted.

It defends against Mental Attack as an *effective* WIL of 60.

Type D •50.

Psi-shield implant common amongst Disruptor Pawns and dupes *programmed* to act for the Disruptors.

It defends against Mental Attack as an *effective* WIL of 50.

Type E •40.

Psi-shield implant bred into the Disruptor Technos. It can appear amongst large sections of the population on parallels firmly under Disruptor control.

It defends against Mental Attack as an *effective* WIL of 40.

Note that if the character's actual WIL is higher it is used instead to defend against Mental Attacks.

Type A to C Psi-shields also protect against the consequences

of Mental Attack involving Thought Implants, or other psionic manipulation of the character's mind, which succeed.

If the Psi-shield is breached a Standing Wave response is triggered which will seek to negate the effects of the Mental Attack. This takes place on the Act following the successful Mental Attack.

The character rolls under the Psi-shield strength as a percentage, if successful the effects of the Mental Attack are negated. This makes it next to impossible to achieve *thought implants* against major Disruptor agents.

However, the Type B and C Psi-shields are less effective against such attacks.

If the consequences of the Mental Attack are negated the character may become dazed and unable to do anything (except Auto Combat responses) for 1D10 Acts.

This will happen if the Result Area of the D% roll to negate the Mental Attack is a D or E.

Implants

The Disruptors implant a range of preconditioned responses into their agents.

Disruptor Knights can be equipped with a startling range of abilities. Although most of the conditioning is used to establish loyalty to the Disruptor Lodge amongst the *native* agents across the parallels.

Obedience

One requirement of the Disruptor Knights, as they travel from parallel to parallel, is that they be accepted, trusted and obeyed within the Disruptor Lodges.

The Disruptor Bishops and Elite are programmed to respond to certain phrases spoken by the Disruptor Knight.

Unfortunately these phrases are delivered using a Standing Wave, implanted on the Knight, to trigger the response — so knowing the right words does an outsider,

such as a ZeroZero agent, no good at all.

Lesser Disruptor agents get the same sort of programming, but are conditioned to respond to spoken command phrases only. In this case, if the words are known, an outsider can gain acceptance amongst the lower echelon of a Disruptor Lodge.

The conditioning is subtle. Obedience is not unquestioning and robotic, the conditioned subject instead accepts the character using the conditioning as an authority figure, whose orders or requests should — if reasonable — be obeyed.

Combat Responses

- **Pain Blocking.** Disruptor agents can be conditioned to totally ignore pain and injury. Even to the point where they can keep moving and fighting after their HPs have been reduced to zero, or below.

A character with this conditioning does not have to make END rolls after taking Critical Damage — they are taken to succeed automatically.

When the character's HPs are reduced to zero or below they must roll under their END each Act to keep going. Once they fail they, finally, die.

- **Threat Response.** The character is conditioned to act in a certain way when danger threatens.

Notably this includes the conditioning of Body Guards to place themselves between any attack and the person they are guarding, such as a Disruptor Bishop or Elite member.

Disruptor Knights are conditioned to ready themselves for combat instantly, making it very difficult to surprise them.

They can be caught asleep or in the midst of any other task, but will execute an appropriate Combat Response even before they are fully conscious of the situation.

Death Wish.

If captured, or other predetermined conditions are met, then the character will die.

This is sometimes, usually with Disruptor Knights, combined with a Standing Wave which causes Spontaneous Combustion of the newly created corpse.

Disruptor Knights have the option of being able to will their death at any time.

Other Implants are possible.

Standing Wave Responses

Disruptor technology can create individual Standing Waves in the Psi-matrix, which are then slaved to a chosen person.

These Standing Waves can either be triggered by the exercise of the character's WIL or act automatically in response to programmed conditions being met.

The more powerful Standing Waves may require the use of a Psi-point to trigger them, and are restricted to Psi-active Disruptor agents.

Once a Standing Wave is discharged it will regenerate in a number of hours equal to the Parallel Psi-PRO divided by ten; the *negative* sign is disregarded if applicable, they do not regenerate in, say, *minus* four hours.

Standing Waves can be created to simulate any Psi-skill use or Talent.

The GM must rate the artificially created elements of the Standing Wave.

Standing Wave Format

SW Rating. The percentage chance of the Standing Wave performing. The equivalent of a Psi-skill rating percentage.

Range. The fixed Range Level it will operate up to.

Mental Attack Rating. If the Standing Wave is a Mental Attack this is the artificial WIL rating used.

Effect. What the Standing Wave does and how it does it.

Sample Standing Waves

Psi-active SW

Both require one Psi-point to activate them.

FireStarter

SW Rating: 50%.

Range: 50'.

MA Rating: 50.

Effect: Causes the combustion of any flammable single flammable object within range.

It can also be used to provoke Spontaneous Human Combustion, in which case it is used as a Mental Attack. The victim is set alight, taking 2D10 HPs of Damage per Act. The fire can be extinguished by normal methods, or by the victim making a successful WIL roll, at -20%.

Invisibility

SW Rating: 60%.

Range: Self.

Effect: A refinement of Biosphere, the character's Life Pulse is altered so that they effectively *escape* notice by anyone looking at them.

They can still be seen, if a roll under the onlooker's PSI is made, with a Result Area selected by the GM which is appropriate to the circumstances.

- A if the observer is otherwise preoccupied.
- B if the observer is relaxed, but otherwise unoccupied.
- C if the observer is alert; such as a sentry.
- D if the observer is very alert; such as a character in the midst of combat.
- E if the observer knows to watch for such phenomena.

WIL Activated SW

A D% roll under the character's WIL is required to activate the following Standing Waves.

Psi-Point Drain

SW Rating: 70%

Range: 50'.

MA Rating: 70.

Effect: As per the Biosphere Mental Attack, page 98.

The attack will drain D% (1 to 100) Psi-points from the target, if the Mental Attack succeeds.

This is the implanted Psi-ability used against Arkwright by Cromwell.

Command

SW Rating: 60%.

Range: 100'.

MA Rating: 70.

Effect: A use of Transmission — Thought Implant, page 93.

If the Mental Attack succeeds the target will obey a short spoken command issued by the character at the same time as this Standing Wave is used.

Automatic Waves

Standing Waves

These will be triggered when the circumstances noted in the Effect description are met.

Healing

SW Rating: 60%.

Range: Self.

Effect: As the use of Biosphere to Heal, page 86.

When the character takes over a preset limit of HPs of Damage, usually just over one quarter of their total HP, they will recover all the Damage done to them.

Implanted Life Pulse

SW Rating: 100%.

Range: Self.

Effect: The character has a *counterfeit* Life Pulse, which will usually make them out to be a native of the parallel, especially if they are a Disruptor Knight.

It functions in the same way as noted on page 91, Psychometry vs. Biosphere.



The Arkwright Multiverse

"There is not one infinite universe, instead there are an infinite number of universes: a multiverse."

Those were Karl Marx's first words to the Scientific Assembly of Munich in 1882. I've read that the media described the implications as "far-reaching."

My great-grandfather told me that some people panicked, thinking that we were about to be invaded at any moment. Our entire world was stunned. I don't think that many people had more than a shaky idea of what Marx meant by "probability valency," "shell perception" and all the rest. There was a lot of speculation and debate.

I remember my grandmother insisting that it was all a hoax, as late as 1964, especially after what Orson Welles did.

Mind you, for most people doubt ended in 1886, when Crookes proved Marx's theoretical model to be an actual physical reality. By the end of 1888, at the World Fair in Paris, we had had to accept that our's was but one of an infinity of Earths.

Yet what did they hold? What were they like? Were there Earths where dinosaurs still lived? Where the Holy Roman Empire still held sway? Others where life, as we knew it, had never evolved?

The truth of it, when we were at last able to perceive it, was beyond our wildest imaginings and our darkest nightmares.

Recorded text of EL communication » CAT4.63255/6.

Location » ELA Rm 15.

Date » 24-09-71.

Subject » Mary Astor.

A/Para » 09-01-67.

Notes » Instruction to AS recently contacted, Para as above. Standard Pattern Briefing.

C/P 659023a. Non-crisis. Strength and Imaging 95%.

ZEROZERO

The myriad parallel Earths are separated from each other not by space or time, but by a dimension the Karl Marx of ZeroZero termed "probability valency."

These Earths are all the echoes of the same basic blueprint. Each co-exists in time. Most co-exist in space; some occupy slightly different orbits, or are at a different point in their orbit. The latter two classes of parallels are extremely rare. Most Earths share identical astronomical features: Core Position as it is termed on ZeroZero.

Each Earth is different in some fashion from the others. There are a few that have never known Humankind, and on these Earths there has never evolved any life form of comparable intelligence to Humanity.

Across the parallels inhabited by Humankind there are many variations of history.

A surprising number share the Eastern or Euro-Asian continent as the cradle of whatever civilisation they have. Beyond this the variation in culture, language, so-

cial development and human psychology is too slight, within the massive breadth of probabilities, to be entirely coincidental.

The Earth known as ZeroZero developed along one of the five standard historical templates. Rising to a Middle Ages which saw the rapid growth of the Holy Roman Empire, the Germanic states were strongly united in an unusually coherent and effective alliance. Their rulers, and later the World Emperors, maintained a continuity of lineage and policy for nearly five centuries.

Dominated by this Empire neither England, Spain or France developed into major powers. The Ottoman Empire briefly opposed the Holy Roman Empire; the resulting Thirty Years War served only to sharpen the technological revolution begun by Gutenberg and the mediaeval alchemists.

Through a lengthy process of war and diplomacy the Empire rose to world domination. By the end of the seventeenth century the "Boy Emperor," Frederick X, the puppet of a decadent and glit-

tering court, held sway over the entire globe.

There had, during the Empire's long climb to misrule, been another power rising. Science had been slowly assimilated, over the previous two centuries, as the religion of the masses.

The Futurist Renaissance with its new ideals, its reappraisal of the world in the light of scientific thought, and its contempt for the old doctrine and dogma (in which the rule of the Emperor was enshrined) was the movement of the people, and, more importantly, that of the military.

The world-wide military coup, the execution of Frederick and his court, followed by a dictatorship based on the principles of the Advancement of Science, was inevitable, merciless and brief.

"I am the Son of Scientific Thought," declared the first World Consul, Napoleon Bonaparte, when the world was finally brought under the Futurists rule in 1802.



The science of this Earth grew by leaps and bounds, unfettered by the socio-religious prejudice usual on other parallels.

By 1800 John Dalton had perfected his Theory of Relativity. In 1816 Franz Joseph Gall proves to the scientific establishment the existence of psionics. In 1820 a man and woman set foot upon the Moon. In 1832 Charles Babbage completed BINAC, the first electronic stored-programme computer. During the early 1850's world poverty and famine were eradicated.

And, working quietly in London, the mathematical genius Karl Marx was progressing towards a discovery which would change his world.

He was constructing a mathematical model of the universe, then of the *multiverse* his equations predicted.

In 1881 he had his proof; that beyond the common and familiar Earth there were others, set in other solar systems, set in other galaxies, set in other universes.

As he refined his theories Marx designed the annotation system still used by ZeroZero to designate the different continua.

His own Earth was taken as a norm, thus 00-00-00 for ZeroZero; so 00-01-00 and 00-00-01 would be flanking parallels, one unit of "probability valency" removed, and so forth.

Marx announced his discovery to an Earth much changed from the Iron Rule of Science.

Over the last century, the dictatorship had mellowed into benevolent rule. In 1900, the dictatorship and the powers of the World Consul were dissolved by the Athens Accord.

A self-regulating World Government was established. ZeroZero had become the first technologically advanced parallel to live in harmony with itself, freed from cultural and religious dogma.

One of the first acts of the new administration was to initiate the **Valhalla Programme**.

Created to monitor parallel worlds and observe the predicted fluctuation of historical trends.

London was chosen to be the site of the giant Valhalla Nova complex, built to house the most advanced technology of the time and the specialists the project required.

The massive hyper-computer **W.O.T.A.N.** was conceived as an integral part of the structure and project.

W.O.T.A.N. was designed to scan the continua, to correlate, analyse and display information on the status of the myriad parallel worlds.

That ZeroZero had the technology to do this was unsurprising. The means of reaching other parallels lay in the careful nurturing of psychic and paranormal research.

Parapsychology had been recognised and developed as a true science on ZeroZero since the 1830's.

By the early 1900's on ZeroZero the ability of certain human minds to hook into and use psionic energy was a well established fact. Furthermore, methods of developing and enhancing psiabilities had been carefully nurtured.

One of the most astonishing finds was that of the Empathic Link. Psychics with this talent could, through various techniques, monitor and on rare occasions communicate with their *alternative selves* on other parallels.

Some psychics could use psychometric techniques to scan other parallels; techniques which were at first augmented by **W.O.T.A.N.** and then duplicated by the hyper-computer.

During the long, hot summer of 1905 the Valhalla Nova complex became fully operational.

The parallels surrounding ZeroZero were scanned; the information received was split into basic social and cultural indices. These were then compared to the theoretical indices generated by **W.O.T.A.N.** and Marx's careful predictions.

The results were nowhere near what had been expected.

THE DISRUPTORS DISCOVERED

Previous speculation had concluded that the variation across Human-inhabited parallels would be enormous. Each parallel was expected to have generated its own individual psychology, language groups, histories and societies.

Instead, **W.O.T.A.N.** demonstrated that the socio-historical variation fell within 30%, on the Marx-Oppenheimer Index, of ZeroZero's history across a set of one thousand "neighbouring" parallels.

This was, of course, improbable in the extreme.

For example, the odds against the adoption of the Gregorian calendar, across a significant number of the sample parallels, was calculated at approximately 735,000 to 1 against.

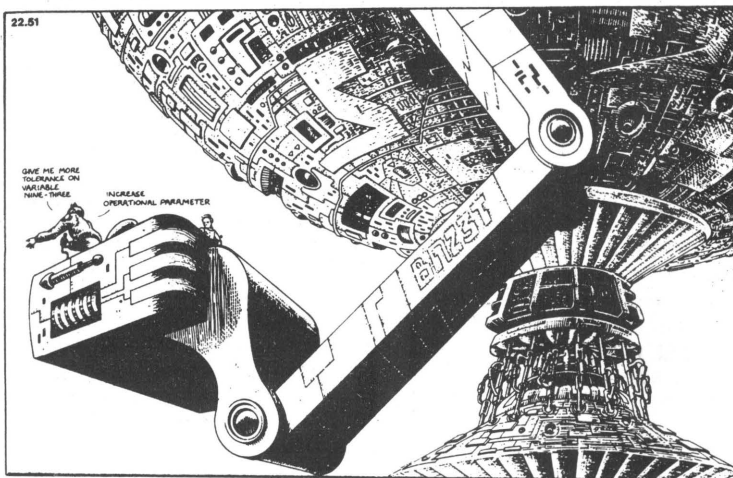
Yet only five parallels, were not using the Gregorian calendar; by whatever name it was known.

There had to be an outside force acting on the parallels.

W.O.T.A.N. named the effect of this force **Disruption**, and before long had proved to its satisfaction the existence of the **Disruptors**.

Initially it seemed that every parallel exhibited some shade of Disruptor activity: even ZeroZero.

The considerable panic this caused was used to justify the expansion and increased budget of the Valhalla Nova programme.



Fortunately the continued research demonstrated that this *shadow* of Disruptor activity was exactly that.

It was discovered that there were parallels which occupied probability foci (also termed psi-matrix nodes) and that any disturbance on these focal Earths was echoed by similar disturbances on the shadowed parallels.

Two things were swiftly demonstrated by this new intelligence. Firstly, that Disruptor activity had been and was being co-ordinated across these focal parallels. Secondly, that ZeroZero occupied a strangely stable and independent position in the Multiverse.

The first period of research into other parallels (1905-1928) ended when the Psi-section was brought fully onto stream with the rest of Valhalla Nova. The next few years saw the difficult work of setting up "field operations" on those parallels that could be reached via the empathic link or other psionic means.

By 1930 Valhalla Nova had four hundred and sixty-two psychics gifted with the empathic link, each in contact with between three to twenty alternative selves.

The difficult work of achieving full communication, then persuading what was often a very frightened individual to co-operate, could take years.

The first active "field agent" was Margaret Bondfield of 28-00-35, a citizen of the French Imperial Estates-General, recruited in 1924. Other Margaret Bondfields followed on other parallels until, by 1930, there were fourteen active Bondfields; two of whom had succeeded to government, in a ministerial or consular capacity, on their respective (British Empire and Roman Republic dominated) parallels.

By this time a considerable body of information on Disruptor activity had been assimilated. ZeroZero now had numerous insights into the respective histories, modes, and means of Disruptor campaigns across a huge number of parallels.

Unfortunately, a goodly amount of this information was highly speculative; furthermore the patterns of Disruptor activity often seemed contradictory.

Analysis of the few thousand parallels available to ZeroZero through the empathic link showed numerous patterns of common historical perception. Whereas psychometric scans of certain parallels revealed that their history, usually up to the sixth through to the eighth centuries, had been manifestly different.

It gradually emerged that the Disruptors had rewritten, or grafted on, the perceived history of these parallels at least twice in the history of the multiverse.

The first and greatest remoulding of the perception of the past had taken place between 550 to 700AD.

The second was during the years 1500 to 1800AD. Three centuries which saw a rapid turn around from the period of the witch-hunting craze (common to most parallels) to times of scientific discovery and enlightenment on some Earths, but of philosophical and scientific repression on others.

Whatever they were doing, for whatever reasons, it was certain that the Disruptors had engineered wars, coups d'etat, plagues, peace treaties, scientific discoveries, industrial and philosophical revolutions, assassinations, autocracies, alliances, reformation, decline and renaissance for over a thousand years.

Some theorists argued that their influence could stretch all the way back to the beginning of human society. The majority opinion, however, settled on the fourth and fifth centuries as those in which the Disruptors had become established.

THE VALHALLA RESPONSE

The theorists on ZeroZero could explain possible Disruptor motivations for several, linked, activities. However, no theory could consistently explain all Disruptor activities.

Until the mid 1940's the most popular hypothesis insisted that there were actually numerous, conflicting Disruptor organisations.

A great many lives were lost in a number of abortive attempts to recruit, or liaise with, what ZeroZero perceived to be, ethically sound Disruptor enclaves.

By the start of the 1960's ZeroZero had, at last, reconciled itself to standing alone against the Disruptors.

The working hypothesis altered to accept that the Disruptors were co-operating in the manipulation of hundreds of thousands of parallels.

The World Government of ZeroZero accepted that, whatever the nature of this manipulation, it must be countered where possible.

The main directive issued in 1921 by the World Government ordered that the counter-Disruptor activities performed by ZeroZero must act to enhance the freedom and preserve the well-being of the afflicted Earth.

The aim of any Valhalla Nova activity, therefore, was to remove the Disruptor influence, whilst leaving the Earth in question unaware of both ZeroZero and the Disruptors.

The question of secrecy, and of fighting the Disruptors in secret, first became an issue on Para 34-09-09, in 1920.

Due to W.O.T.A.N.'s interference (using Valhalla Nova's most powerful telepaths) the World War I of this parallel had continued for far longer than the Disruptors desired.

ZeroZero further manipulated the Disruptors into increasing the power of the Anglo-French American colonial states, in an effort to hasten the end of the war.

In the final days of the war the Americas declared their independence, and ZeroZero took the previously untried action of informing this Earth of the existence of the parallel Earths, of themselves and the Disruptors.

Within hours the fledgling American Federation was destroyed by nuclear attack. Devastated by weapons launched on a different parallel which emerged at ground-zero on 34-09-09.

Elsewhere around the parallel there were other, selective strikes, attacks by strike forces of Rooks and the outbreak of engineered plagues.

Within a decade the world was reduced to a primitive technology, with the remaining population harshly moulded into a loose tribal structure.

On ZeroZero the lesson had been learnt.

It might be that para 34-09-09 was one which the Disruptors could afford to lose, but ZeroZero could not, in all conscience, take such a risk again.

The War would go on, but it would be a shadow war, fought by shadow warriors.

A war in which the victories and defeats would, all too often, seem meaningless, far too subtle or small to matter.

And always there is the Question: Who are the Disruptors, and what, ultimately, do they want?

THE DISRUPTOR INTELLIGENCE

The following is what Valhalla Nova knows of the standard patterns of Disruptor activity across the parallels.

Most of the information concerns the methods and organisation of known Disruptor agents. This material forms the basis for the Valhalla Nova briefing of new ZeroZero agents.

W.O.T.A.N. soon realised that most of the Disruption was conducted by agents indigenous to the parallel being disrupted. The most powerful of these agents usually occupied positions of power on the parallel, as either heads of state or religion, or as powers behind the throne.

These key agents received their instructions from (W.O.T.A.N. assumed) a central

Disruptor control, probably based on a single parallel.

These instructions were passed through either the empathic link, or, increasingly since the end of the end of the nineteenth century, by sophisticated Trans-Parallel Communicators (TPVs).

Somewhat to Valhalla Nova's surprise, it was discovered that most of the Disruptor agents were dupes.

Disruptor control would deliberately manipulate its agents' perceptions and knowledge. Many key Disruptor agents would not even know of the existence of parallel Earths.

Moreover, Disruptor control represented itself in many different ways across numerous parallels.

The Disruptors' influence on these key agents, called **Bishops** by ZeroZero, could often be traced back over several centuries.

A technique of Disruptor first contact emerged.

The Disruptors would usually begin by representing themselves as a powerful, though secret, organisation, sympathetic to their chosen agent's cause, convictions or ambition.

The newly recruited Bishop would then be aided in the establishment of an expanded power-base; the **Disruptor Lodge**. Where possible existing social groups were used as fronts, whether political, religious, corporate or criminal.

It is not unusual for the Disruptors to infiltrate and take over existing secret societies.

(A fact that can cause considerable confusion to ZeroZero agents, as they attempt to establish which secret society, out of several native ones, is the actual Disruptor Lodge.)

The Disruptor Bishop's first priority is to recruit further prime agents. These are organised into an **Inner Council**, who are the only native Disruptor agents to know of the existence of the Disruptor control.

Immediately below that an **Elite** is formed, these agents believe that the Bishop and the In-

ner Council are the masters of the Lodge.

Finally, the Elite recruits and controls the rank and file, the **Pawns**, of the Lodge. These ordinary members make up the largest proportion of any Lodge, although their knowledge about the Lodge, its purposes and organisation, can vary wildly from parallel to parallel and even within the Lodge itself.

The establishment of a Lodge usually takes a generation. During which time the Inner Council's loyalty to and dependence on the Disruptors will have been firmly established.

Once the Disruptor control is certain they begin to use their puppets for their own inscrutable aims. By this time the Bishop, or their heir, normally accepts these plans as perfectly desirable or justifiable.

The inducements offered by the Disruptors are considerable. Their strongest card remains that of knowledge.

Thousands of parallels have fallen to Disruptor Lodges using sophisticated weapons and tactics beyond the norm of that Earth.



Brutal and direct support has occasionally been provided by the **Rooks**.

These are cybernetically enhanced humans, far stronger than a normal person, with an arsenal of highly advanced weaponry at their disposal.

At first ZeroZero thought that the Rooks were entirely robotic, but a ZeroZero agent managed to disable and briefly examine one, discovering them to be about 70% human/organic and 30% machine.

For some reason the Disruptors have been extremely reluctant to use the Rooks since the nineteenth century on most parallels.

Far more subtle and dangerous are the **Disruptor Knights**. These human agents are invariably psychic and able to travel between parallels, as do the Rooks, by using Trans-Parallel Vehicles (TPVs).

The Knights function as in situ advisors to the Bishops. On rare occasions they may command a Lodge on a parallel considered critical to the Disruptors.

To date ZeroZero agents have yet to capture a Disruptor Knight alive. Simply because they all appear to have the ability to will their own death.

Several items of Disruptor technology have been observed by ZeroZero agents.

Some have been captured. One of the most significant events was the recovery of a **Trans-Parallel Communicator (TPC)** from a Disruptor Lodge destroyed by ZeroZero agents. Which has freed ZeroZero from a total reliance on agents with the Empathic Link.

ZeroZero also discovered that the supposed psionic talents of the Bishop and Inner Council were often the product of Disruptor machines. These artificially implanted psychic abilities can usually be predicted, giving the more flexible psi-active ZeroZero agents a much needed edge.

Once established the Lodge acts as the tool of the Disruptors on the parallel.

There might, in fact, be a number of Lodges, some acting in opposition to each other. The Lodges are used to initiate and control the social and geopolitical manipulations that the Disruptors wish to create.

Valhalla Nova has extensive files detailing individual Lodge actions and reports of the activities of Disruptor Knights and Rooks.

It is evident that many of the Bishops and Inner Councils have no idea of the wider ramifications of their actions. In some circumstances the Disruptors have brought about situations where their own Lodges have been destroyed; usually whilst another is being created, or it's influence enhanced.

Communication, using a TPC, between Bishop and Disruptor control has only been observed a handful of times, by ZeroZero agents who survived the experience.

In each case Disruptor control represented itself as some kind of guiding oracle, organisation or figurehead.

The only consistency is that the TPC shows the image of a man (in one case a talking statue), in robes or uniform, against some sort of symbol which represents the Lodge. Each man, and the statue, showed a marked racial similarity.

The True History of the Disruptors

The Disruptors are the descendants of FireFrost's creators.

When FireFrost was originally activated the psychic, humanoid race responsible for its construction had taken the best measures it could to protect its ruling elite from the **Entropy Effect**.

The government was secretly moved to intergalactic space, the vessels containing it joining with a small fleet of scientific craft stationed there to observe the mother galaxy.

The scientists were of the opinion that FireFrost would cause Entropic Chaos across their galaxy and its parallels, but this would have a finite limit when a certain percentage of the *psi-matrix* was in flux. When this point was reached, their calculations predicted, FireFrost would split and the galaxy would stabilise. Leaving them with the immense, but not impossible, task of rebuilding.

They were wrong.

Once the terrible truth emerged there was chaos aboard the vessels. The crews of several military craft mutinied and attacked the government and scientific personnel. Others committed suicide or went insane.

Eventually, the surviving government elite and scientists regained control. They decided to follow FireFrost. The remaining debris of their mother galaxy could not sustain them, its *psi-matrix* had been so damaged by FireFrost that to remain would have meant the slow decay of their minds and will, and finally death.

The damaged fleet was clustered together and linked into a single, massive Ark. Suspension chambers were cannibalised from other equipment, or constructed from scratch using makeshift tools. The various ships' drives and power sources were integrated into one. Of the thousands still living, hundreds died in this labour.

At length the Ark was ready. The crew went down into a sleep of aeons, and the vessel's computers guided it along FireFrost's magnospheric trail.

It was a voyage and a dreaming many would not wake from. For as they entered the galaxy into which FireFrost had been spewed, its *Psi-matrix*, so alien to the one they had known, intruded on their minds. Hundreds had nightmares so terrible they died.

Wild telekinetic forces generated by the nightmares wreaked havoc with the Ark's systems. The sensitive array tracking FireFrost was destroyed, and a sudden convulsion of power wrenched the Ark through the parallels.

Brought out of hibernation by the vessel's emergency programmes, the surviving aliens, now numbering less than a thousand, regained control.

Sufficient data had been retained by the computers to predict the star system into which FireFrost had fallen, even to the very planet onto which it had plummeted at the end of its long voyage. Forced to pilot the Ark manually they followed as best they could.

They reached Earth an aeon after FireFrost. Their chase had been a long one, the Ark unable to match the preternatural velocity of the galaxy destroyer.

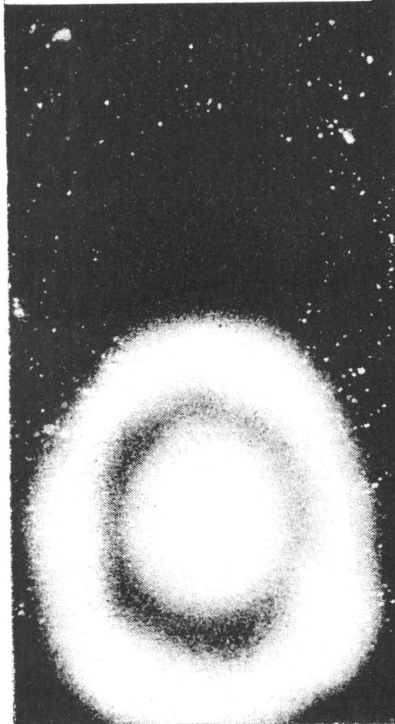
They hoped to find a primitive planet on their arrival, a young world to shape into an oasis of peace in a hostile galaxy. Instead, they found a hell. A planet incredibly alike to their home world, yet violently psychically hostile to them. Worse, they could find no trace of FireFrost.

The latter problem they soon solved. When they examined the surrounding *Psi-matrix*, they discovered that the Ark had been shifted to another parallel during its voyage.

The former they deduced as FireFrost's doing. It had, on breaking in two on its arrival, released a ripple of psychic energy that had fundamentally altered the planet's and, to some extent, the surrounding galaxy's structure and that of its parallels.



THE CYCLE ENDS AS THE MATTER COLLAPSES
IN ON ITSELF TO FORM A NEUTRON STAR.
IMMUNE FROM NATURAL LAWS, ITS
PURPOSE FULFILLED, FIREFROST EMERGES
FROM THE BLACK HOLE, THE CELESTIAL
GRAVE OF ITS MOTHER GALAXY, SPEWED
FORTH INTO THE EMPTINESS OF INTER-
GALACTIC SPACE TO DRIFT FOR AEONS.



This energy wave had been imprinted with the psychic resonance of FireFrost's mother galaxy, and had twisted the atoms of the primordial soup into configurations from which had arisen lifeforms mockingly similar to those the voyagers had known; both plant and animal.

Most of the remaining voyagers went insane as the Psi-matrix of the new world overwhelmed them, destroying or possessing them. For a time some became as gods, roaming Earth and its parallels in terrible shapes. Before they fled from their kin they came close to destroying the Ark, wrenching it once more through the parallels.

Only the most powerful minds among the aliens could shield themselves from the ravages of the Psi-matrix, these were the scientific elite, FireFrost's creators.

Eventually they formulated a solution. A machine must be made, similar to the one in which they passed the long voyage. In it they would lie dreaming, and into their dreams would pass a controlled trickle of the reality beyond. The reality in which they would have to live when they returned to waking life. Given the proper suggestions and fed the correct diet of drugs, their minds and bodies would adapt.



The City Of Dreams

Yet to build this city of dreams was too great a task for them alone.

They needed servants to toil for them. So they shaped them from the shambling forms that aped their own and were already struggling towards intelligence.

Out of the picanthropean clay the aliens moulded humanity after their own image.

A work of centuries began. When it was done less than a hundred of the aliens had survived. As they made ready for their second sleep they debated what to do with their servants.

Some urged that they be destroyed, their usefulness over. Others spoke against this, counselling that on waking, they would have need of servants again. It was this argument which finally prevailed.

So humanity was scattered across the parallels, seeded against the aliens' future needs.

The voyagers entered their city and slept. As they dreamt, the machines tended them, feeding a steadily growing ration of psychic reality into their minds.

A handful broke, died.



Outside the city massive robot tenders roamed the continents and oceans guiding the tectonic plates, nursing the still young world to geological calmness, moulding the weather so that no storm ever troubled the air above the city.

In orbit and from the Moon, machines kept vigil over the heavens, destroying any approaching fragments of space debris.

A dozen or more centuries after the Sleep had begun there came an asteroid half the size of the Moon, trailed by a host of smaller bodies. When the city's defences had done their best there remained one great spinning fragment, which fell to Earth far from the city.

It was enough: the planet tenders could not contain the following earthquakes and the Earth's crust began to break apart. Emergency programmes came into effect and the city broke loose from the ruined Earth to float alone in orbit around the sun.

Though it had survived, the city was damaged, and the Dreamers would sleep for far longer than they had planned.

The Age of Wonder

As their sleep lengthened into millennia, Humanity was changing. Abandoned by its creators, bereft of their guidance, they were found by the Changelings; those aliens which had surrendered to the psi-matrix.

Together they made the Age of Wonder, a time of happenings that have come down across the millennia as legends of gods and heroes.

Their minds unfettered, Humanity developed psychic powers, aided or thwarted by the Changelings as it took their unfathomable fancy.

Eventually, the Age came to an end.

The Changelings could not sustain themselves forever against the erosion of the hostile psychic environment. They dwindled and perished, their passing hastened by the venting across the parallels of psychic waste from the City of Dreams.

Humanity inherited the continua.

On the parallel of FireFrost's arrival the psychic priest-kings of the Egyptian Kingdom discovered the Opal. Terrified by it, they sought the advice of Gilgamesh, the greatest psychic of that age.

After long deliberation, FireFrost was sealed beneath the Great Pyramid.

The Sleepers Awake

At last the Sleepers awoke, ending their millennia-long dream with a burst of psychic energy that sent a shockwave across the parallels, consuming the psychic adepts of Humanity like moths in a candle's flame.

It was a reflex on the aliens' part. In the first hazy moments of consciousness they recognised the threat psychically aware Human's posed and dealt with them, by blind instinct.

Yet the cost to them was terrible, weakening or destroying the psychic abilities that remained to them.

Now the aliens desperately journeyed across the parallels, searching frantically for Fire-

Frost. As they traveled, they found their ancient works ruined or buried, beyond salvage.

There was despair, confusion, and finally a murderous civil war amongst the remaining aliens, from which there emerged a single victor: the scientist who had conceived of FireFrost, in a time so long ago that it seemed, even to him, almost a dream.

The Bringer of Light

During the second sleep, he had been inspired. To him alone a revelation had been granted.

As FireFrost had altered this galaxy, this Earth, and their parallels to a twisted doppleganger of it's galaxy of origin, it could also be used to tear apart the fabric of this galaxy and weave it anew into a true recreation of the mother galaxy.



To achieve this, the psi-matrix of the parallels would have to be manipulated into a particular configuration.

To rearrange reality, to warp, twist, and hammer the raw ore of psychic energy there was only one tool available; Humanity.

The surviving alien, who now called himself the Bringer of Light, would have to play Humanity like a vast orchestra across the parallels of Earth.

Until the day FireFrost could be used to strike the final chord.

The Grand Design

The Grand Design

The Bringer of Light's first imperative was to construct a base from which the millenia long plan could be directed. To this end he returned to the City of Dreams, taking with him a small corps of human servants.

From these he would breed the Technos, who would expand the city into the far larger complex required for the co-ordination of the Grand Design.



To fulfill the need for a less specialised labourer, and that of soldiers for his armies, the Bringer of Light turned to an offshoot of the hominid from which Humanity had been created.

Australopithecus Robustus provided the genetic foundation on which the Rooks were built.

Early in the program, the Bringer of Light retired to a psychically shielded cocoon, about which the Techno's constructed the Disruptor hive.

Here he could wait out the years, gradually surrendering to an increasingly vital life support system.

The directives issued to his minions consisted of a cosmic blueprint towards which the multiverse must be nursed, kicked, and cajoled. With it he provided the basic logistical approach the Techno's would use to manipulate the psi-matrix, as well as a number of other objectives.

First there was a Grand Survey began in 1901 B.C., and was principally concerned with the creation of a master "atlas" of the psychic matrix of the focal parallels.

It was at this point that the beings known as the Five intruded on the Grand Design.

Three of the Five were aliens that were refugees from their peers' civil war. They had fled the fighting almost as it began. All were dismayed by what had happened: their own answer to the inevitable was to urge an acceptance of their fate, and that Humanity should be nurtured as the inheritors of their knowledge and wisdom.

In their haphazard flight they passed through a parallel under the rule of two Changelings, who, in the past, had acted against the Elders to preserve their own realm. The Changelings snared the interlopers and intended to kill them. Fortunately they allowed their captives to speak. What they heard led them to join forces with the three Elders: the Five were born.

They returned to the War hoping to prevent the Bringer of Light's victory.

At the last, defeated, they had to withdraw, feigning a fatal retreat. They now knew the Enemy's final goal, declared over the withered husks of his vanquished kin, and armed with this knowledge they could speculate on how he would go about achieving it.

The Five knew they had to stop him. The problem was how. The Bringer of Light was a stronger psionic than they were, even combined. In addition, he had the legacy of the Elder technology.



Faced with an immensely powerful and able foe the Five could only hope to stop him by riding with the Grand Design.

They would bend in the storm, but they would not break, and in time they would find a way to defeat the Enemy.

When the Grand Survey began, the Five had formulated a strategy. As the use of Humanity was integral to the design, the Five would find a way to turn Humanity against it.

The first gambit they played was to hide a single parallel from the Grand Survey. The Earth that was to become ZeroZero.

On completion of the survey, the Technos set the next element of their Master's plan into motion.

Obvious surviving Elders and Changelings were hunted down and destroyed.

On parallels where the Changelings had interbred with Humanity (creating the races preserved in the racial consciousness as Elves, Dwarves, Satyrs, Centaurs, Vampires, Lycanthropes and others of this supposedly mythical catalogue) the Disruptors instituted a series of genocidal culls between 1800 to 1100 BC.

The latter years of this first phase saw the initial disruption of Humanity's values and perceptions.

The most notable shifts in this era are the shifts in religious and philosophical attitudes. With broad, almost casual brush strokes the old histories were suppressed and rewritten across the parallels.

The Disruptors also spread across the parallels the method of improving the quality of wrought iron; as this acts as a damper of psi-fields, the use of Iron became a powerful factor in the suppression of Humanity's psychic abilities.

It took until 1500 BC for the Disruptors to perfect the methods required for the trans-parallel manipulation programme. The continua were divided into five groups, each to be manipulated in a different fashion according to

the prerequisites of the Grand Design.

The first group consists of the **Controls**: A narrow range of parallels, with only five foci, over which the Disruptors would exert no direct influence. These parallels would only be affected by the ripple or shadow happenings passing through the psi-matrix from the surrounding parallels.

The changes in the psi-matrix of these parallels would be used to monitor the unmodified effects of the Grand Design.

The second group, **Primitives**, are parallels where technology was and is restricted to levels equal to or below that of pre-industry.

The usual Disruptor practice on these parallels involved the creation of a ruling oligarchy, typically a priesthood, which would often embellish its rule with psionic techniques.

Careful nurturing of the native psychics on these parallels furnished the gene pools from which the forefathers of the Disruptor Knights were drawn.

The third and largest group are the **Technicals**. On these parallels the development of technology was guided at first in tandem with the Primitives, then beyond, through a gamut of industrial revolutions.

These were usually linked with or consequential to warfare, which escalated to global conflict across seventy percent of the group during the final period of the Grand Design.

The fourth set of parallels are the **Secures**. As with the Controls, this was a very narrow range, but essential to the Disruptors.

These parallels were designed to be so firmly under Disruptor control that their societies could be swiftly reorganised to damp down psychic resonances, occurring on other parallels, that were harmful to the programme.

In reacting to the activities of ZeroZero, and the Five, the various World War II scenarios were designed by the Disruptors to greatly expand the number of Secure parallels.

The final group of parallels are known as the **Bleaks**; parallels on which the Earth had passed beyond usefulness to the Grand Design.

This was normally due to that Earth, and it's Human population, being destroyed either by some ecological disaster or, more commonly, by war.

The only use to which these Bleak parallels are put is for the establishment of training bases for the Disruptor Knights and other agents.



THE BASE HIS HOME WITH NO EXIT DOORS ON A CONTINUUM RUINED AND POISONED BY THERMONUCLEAR WAR

The Disruptors Disrupted

Over the centuries, the Disruptors consolidated their position and refined their techniques. They began to shape the parallels into the alignments and configurations required by the Grand Design.

The Five bided their time until the Enemy was fully committed: they needed to find some point in the Disruptors' plans where any chance would cause them difficulties.

That chance came with the *messiah-vessels*. A single native on each focal parallel who had been prepared by the Disruptors to deliver the ethical and moral foundation that would lead to their power being almost absolute across the parallels.

It was a massive project, stretching the Disruptors to their limit.

At the height of the operation the Five reached out and gave each Messiah what the Disruptors had so carefully excised from their psyches: free will.

Consequently, the myriad Ashokas, Amaterasuses, Yeshuas and their contemporaries did hardly anything that the Disruptors had intended. Yet, with the players primed and the stage set, they were powerless to halt what they had set in motion.

Frantically a counter-programme was set up to neutralise or subvert the Messiahs' teachings, the execution of which occupied the Disruptors facilities until the early 1500's AD.

With the Enemy distracted, the Five next set about the long work of selectively breeding Humanity back towards greater psychic and physical potential.

They worked across hundreds of parallels, hastening the process in the 1100's and 1200's AD. Great care was taken to have this appear natural to the Disruptors. Carefully manipulated Disruptor field agents sent back doctored reports.

From this faulty data the Disruptors concluded that the social and religious manipulation, which the Messiahs' Incident had necessitated, had resulted in a natural gene drift towards enhanced psionic abilities in Humanity, particularly the female of the species; the so-called witches of legend.



It took the Bringer of Light and his minions nearly two centuries to formulate a solution: the socio-psychological trauma of the *witch-hunt craze*.

The witch-hunts acted to suppress the psionics, together with a package of genetically engineered plagues, foremost of which was the Black Death: its variants included factors specifically aimed at psionics. Some caused gross disfigurement of the psychics, or their offspring. Others caused only a blemish; the so-called witch's mark.

The Five withdrew from the conflict, saving the best of the gene pool. Certain tales of people vanishing and tribes disappearing give a distant echo of such events: the tale of the Pied Piper of Hamelin being perhaps the best known.

The Final Conflict

The next three centuries passed calmly for the Disruptors. To all appearances, the Grand Design was proceeding well: the lines of probability were converging towards the nexus from which the new order would rise.

Almost it seemed that the Psi-matrix was reduced to a tame animal, obeying the Disruptors' every command.

The Five, however, had been far from idle. The scattered descendants of the psychic humans were drawn slowly into a breeding programme across the parallels.

The Five took great care to shield the potential of their children. A distortion was engineered within the twenty-third chromosome pair, which effectively crippled the psionic potential of their thoroughbreds.

On numerous parallels this protection failed and the psychic abilities surfaced. The Five had to watch the Disruptors move in, to either recruit or kill.

On ZeroZero the Five put the Disruptors' own techniques to use.

They consolidated the power of the Holy Roman Empire during its early years. A tradition of scientific tolerance and curiosity was fostered within the Court. The power of the Church was weakened. Science was primed to take the place of Religion. Whilst the military government was infused with a rational enlightenment that would lead to its own dissolution.

To the minds of ZeroZero's Boyle, Malphigi, Wren, Huygens, Hooke and Newton came the guiding inspirations that would culminate in Marx's "incredible vision, like music, a symphony of the spheres, quite incredible, so very beautiful."

In the early twentieth century, as the Disruptors accelerated the final stages of the Grand Design, the Five began the unshackling of their DNA-Warrior.

At Ypres, on Para 00-30-22, they telekinetically nudged a gre-

nade in flight. Arkwright's grandfather died, his psychic scream all but killing a Disruptor Knight in the opposing German lines.

Such power could not go uninvestigated; the Arkwright family was placed under surveillance, its potential carefully examined.



The Disruptors found that the son of the dead English Guardsman had a psi-strength far beyond the human norm, but an ironic twist of his genetic make-up kept his potential power locked far beyond the reach of his conscious mind. Even so, his intuition, coordination and endurance were extraordinary.

The Disruptors reached a decision. Their investigation had concluded that, given the right mate, the offspring of the present Arkwright would have the potential to become a formidable Disruptor Knight. Correct breeding would rectify the genetic fault. A suitable wife was found for Captain Gavin Arkwright. A Disruptor Knight, brought from another parallel, whose memories suitably adjusted and whose background was painstakingly created by a Disruptor Lodge.

On the 15th February 1950, as the child was born, the Rooks were summoned by the observing Knights, and the Disruptors acquired what they hoped to make into the perfect Knight, the Champion of the Grand Design's last hour.

Instead they nursed a viper. The plans of both the Disruptors and the Five were approaching fruition, the Adventures of Luther Arkwright were about to begin.



The Adventures of Luther Arkwright

The following is a synopsis of the graphic novels intended for those that have purchased this game without having read the work which inspired it.

Although it is not strictly necessary to have read the three books — Rat-Trap, Transfiguration & Gotterdammerung — to play this game, to do so will add immeasurably to your understanding of the Arkwright milieu.

Book One: RAT-TRAP

The story begins on the 22 of September 1984, in Hyde Park, London. The Hyde Park of Para 00.38.56, an alternative Earth on which a Victorian style British Empire is the main world power.

Our Hero, Luther Arkwright, is waiting by the Albert Memorial dressed in the uniform of a Hussar.

A boy scout arrives with a message which summons him to the nearby Crystal Palace to meet his contact, Rose Wyld.



Rose is a psychic. Chief amongst her talents is the telepathic rapport she has with numerous of her Alternative Selves across the parallels.

Inside the Great Exhibition Hall Arkwright and Rose are attacked by two assassins; identified by Arkwright's Biosphere as Disruptor agents.

They dodge a stream of burning napalm, which starts a fire

and dispatch the two assassins with automatic handguns.

The fire started by the napalm is soon raging out of control. As the Crystal Palace burns Arkwright and Rose leave unnoticed during the mayhem.

Later, at Rose's house, Arkwright uses a Trans-Parallel Communicator to contact ZeroZero. He is recalled immediately. He leaves, by "phasing out" of this reality.

Arriving on ZeroZero Arkwright learns that FireFrost, an alien doomsday machine, has been activated by the Disruptors. This is portrayed through a series of flashbacks to earlier events.

We learn that FireFrost was created millions of years ago in another galaxy, it was intended to be the ultimate deterrent. It's activation destroyed it's mother galaxy. After drifting through space for aeons FireFrost splashed down into a primeval ocean on a prehistoric earth. On planet-fall it deactivated, splitting in half.

The Disruptors have control of the FireFrost and have activated the doomsday weapon. Such is W.O.T.A.N.'s report.

The hypercomputer is monitoring increased entropy incidents, tending towards a collapse into chaos of all systems within the multiverse. These, it predicts, will continue, increasing until the Earth, solar system and galaxy and all its parallel counterparts, are destroyed.

Presumably the Disruptors will also be destroyed by this.

W.O.T.A.N. has plotted out a strategy, the "Ragnarok Equation".

A course of action designed to draw out the Disruptor's shock troops, heavily armoured androids known as Rooks, in such numbers that W.O.T.A.N. will have time to trace them back to their parallel of origin.

Arkwright will then be sent to the Disruptor home parallel, locate FireFrost and attempt its deactivation.

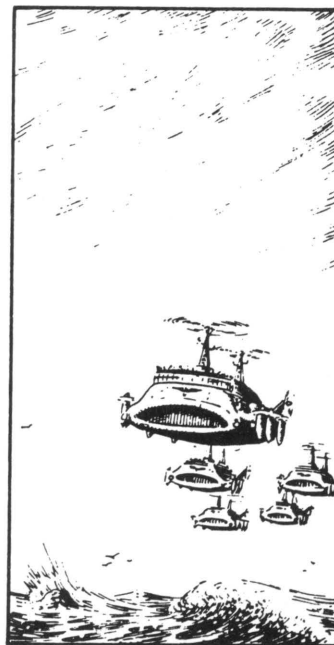
Arkwright Trans-Parallel Teleports to Para 00.72.87, an alternative Earth which he knows well, having spent the previous winter and spring there. It is also the parallel on which FireFrost fell to Earth, and from which the Disruptors recovered it in 1975.

In St. Petersburg Arkwright has organised a treaty between Russia (under Czar Nicholas) and Greater Prussia, which is the greatest world power on this parallel, to aid a rebel army in Britain in overthrowing their government.

Britain is ruled by a fascist parliamentary dictatorship. Which is headed by a Lord Protector, Nathaniel Cromwell; a direct descendant of Oliver. Cromwell and his inner cabinet are Disruptor agents.

The "freedom fighters" or "terrorists," depending on what side you are on, are the Royalists. The self-styled Charles III, descendant of the Stuart Charles I, is the pretender king of the Royalists and nephew to Czar Nicholas. King Charles has a sister, Anne.

The Prussians arrive at the signing in one of their huge flying machines, the Imperial Prussian Command Ship, the "Siegfried."



Arkwright identifies and kills, through the use of his psionics, a Disruptor agent amongst the Prussian high command. (See page 103.) The alliance between Russia, Greater Prussia and Charles III's government in exile is cemented and a declaration of war signed against the Puritan regime in Britain.

During his time in St. Petersburg Arkwright also contacts another ZeroZero agent, Octobriana. To discuss the planned revolution in Russia, which will take place whilst the Russian nobility are in England, fighting the war against the Puritans.

Once in Puritan London Arkwright makes contact with the Rose Wylde of this parallel. Rose, and her sidekick Freda, are Royalist undercover agents in the Puritan regime. After discussing the progress of their plans Arkwright makes his way into the Royalist Sector of London to meet with one of King Charles' operatives, Harry Fairfax.

The Royalist Sector is known as the Maze, enclosed by the London Wall, it contains most of the old city of London; which, unlike the London of other parallels, did not suffer a Great Fire in 1666.

It is a decaying ghetto in which London's dissenting Royalist population has been forced to live for well over three centuries.

Once in the Maze Arkwright makes contact with Fairfax at the Hilton, a very sleazy and crowded tavern. They spend the night at a safe house, intending to meet with the King in the morning.

In the meantime the Disruptors have informed Cromwell that Arkwright is on this parallel. He was observed in St. Petersburg by one of their agents and is expected in England. Cromwell and his cabinet are expecting the revolt, and have the Royalist HQ in the Maze under observation. A trap is intended.

The next morning Arkwright and Fairfax make their way through the Maze to the Royalist HQ, which is a large town house enclosed by a walled courtyard. As they arrive Arkwright senses

the Puritan surveillance unit and has Fairfax send up some men to kill the observers.

Before they are killed the surveillance team contacts their superiors, with the message that Arkwright has arrived. Cromwell orders a raid on the Royalist HQ. Led by General Standish, Cromwell's right-hand man, hundreds of Puritan motorcycle troops pour out of Westminster Barracks and head towards the Maze.

In the Royalist HQ Arkwright has an audience with King Charles, who is attended by Princess Anne and assorted nobility. The King signs the treaty, sealing the pact with Russia and Prussia, and accepts the substantial war loan from them which Arkwright bears. We also learn that Princess Anne, who is heavily pregnant, and Arkwright were formerly lovers.



During this meeting a feeling of impending doom has been growing in Arkwright's mind. This is his intuitive awareness of the Puritan forces on the way. As the Puritan motorcycles enter the Maze the alarm of the Maze's inhabitants sends an unmistakable signal through the psychic ether. Arkwright is suddenly aware of the attack and orders the alarm to be sounded.

Arkwright instructs the King and Princess Anne to flee the HQ. In order to get the King to agree to leave he has to use a direct mind touch, instilling a numbing fear of death. As they prepare to leave Arkwright goes out to join

the defence. He is certain that the battle can be won, despite the Disruptor supplied superior weapons being used by the Puritans, if the Royalists can hold until their forces scattered in the Maze can group to outflank the attackers.

As Arkwright helps with the defence, Princess Anne, suddenly revealed as a psionic, uses her own power to send King Charles out to join the battle.

He rushes out of the house mere seconds after an explosion has apparently buried Fairfax under a section of wall, despite Arkwright's shouted warning to him. Arkwright turns from this to see the King cut down in a murderous stream of gunfire.

Shocked he finds himself stood over the King's corpse, stunned by the sudden turn of events. A Puritan soldier takes aim at him, Arkwright realises, tries to avoid the shot but fails. He is struck in the head and falls to the ground.

Book Two: TRANSFIGURATION

The second book begins with a flashback to the events following the battle in the Maze, as witnessed by Hiram Kowolsky. Who is the foreign correspondent of the New Amsterdam Herald.

Kowolsky has been seen twice in Book One. The first time as a shadowy tail on Arkwright in St. Petersburg. The second time in the Hilton tavern, where Arkwright noticed him before he met with Fairfax, and arranged for Kowolsky to have an interview with King Charles at some future point.

Reprinted on the following page is Kowolsky's report on the events during the week following the battle, which appeared in the New Amsterdam Herald.

It gives an accurate summary of the situation in the England of Para 00.72.87.

Immediately following the battle the surviving Royalists, who surrendered, were lined up and clubbed to death by the SPG.

In the aftermath of this Fairfax, badly injured, drags himself out from the large timber beam which saved his life.

He sees Arkwright's body being dragged off, then makes his escape through one of the breaches in the wall surrounding the mansion.

The scene now shifts to the Puritan rally at Westminster Square.

Cromwell addresses a huge crowd in a rally which is a sort of cross between a Nuremberg rally and a Red Square march-past.

Behind his back two of his Cabinet Ministers, Whitelaw and Compton, are hatching a bomb

plot to rid themselves of Cromwell, whom they see as a depraved tyrant. They intend to assume control after assassinating Cromwell and those closest to him.

The bomb plot has actually been inspired by the Disruptors, who consider that Cromwell has

The NEW AMSTERDAM HERALD

From Our Foreign Correspondent

LETTER TO AMERICA

I can hardly believe that one week has passed since I reported on the bloody massacre that occurred on "Black Tuesday". Here, in England, it has been a week of fear and oppression. Of palpable terror, apprehension and anger. Of Parliamentary severity and revolutionary fervour.

To you, readers of the New Amsterdam Herald, this week will have been dominated by the Gettysberg Declaration of Union between our nation and the estranged English colonies. And rightly so. As President Theodore J.F. Roosevelt has proclaimed; "The UCA is now the major power in North America ... and with power comes responsibility." We must end our isolationist stance and move into the world arena. Events now taking place in Europe demand our full attention. And London is the explosive centre of these events.

Since the regicide of "Charles III" and the slaughter of his followers in Whitechapel last week and the immediate declaration of a "State of Emergency" by the Cromwell regime, the situation has rapidly deteriorated into a spiral of violence and outrage.

Following the skirmish, the corpse of the Pretender King was removed from Whitechapel and taken to Westminster, where it was beheaded with mock solemnity and the head thrown into the crowd. After Puritan citizens had used it as a football, it was capped with a paper crown and impaled on a spike over Westminster Gate, where it now grins upon the city, summoning retribution.

The violence which followed the raid by the Supreme Puritan Guard on the Royalist Headquarters in the Maze, together with unconfirmed reports of armed resistance elsewhere in the country was all the justification that Nathaniel Cromwell, head of Church, State and Government, needed to introduce his new "Iron Fist" Emergency Powers. Chillingly, we see that the more frightened a government gets, the more terror is employed to enforce the regime. Martial law has been the norm here since "the Troubles" began in the seventeenth century, but seldom has it been so brutal or insidious.

Solid facts are difficult to come

by. Even the State-controlled press is under a news blackout, cannot report on controversial issues and is limited to the contents of handouts and occasional press conferences by the State Bureau of Information. Moreover, the leaving of empty columns in newspapers caused by government censorship has been labelled "subversive." In actuality Puritan journals this week have all been preoccupied with tomorrow's forthcoming rally and march-past, expected to be an impressive show of strength by the Cromwell Dictatorship. However, through my contacts in Fleet Street and the grapevine here in the Maze, I can form a picture of a land torn by oppression and unrest, poised on the brink of open civil warfare.

Literally hundreds of people are missing, presumed goaled by government forces. Imprisonment and torture without trial or formal charges are commonplace. The staccato rattle of firing squads frequently resounds across the city. Mere suspicion of being a Royalist sympathiser or secret Roman Catholic is enough to bring to the attention of the SPG or Cromwell's own "Committee of State Security"; the CSS.

The extremity of Government action is exemplified by the persecution of suspected rebels in West England (formerly Wales), this week. General Richard "Dirty Dick" Standish introduced his "Scorched Earth" policy, his SPG razing to the ground building and sometimes whole villages that have harboured suspects.

The activities of the CSS, under the direct command of Matthew Pennington, Head of Intelligence, are even more extreme. Responsible for organised beatings, on-the-spot street executions and suchlike, they are currently conducting a massive series of lightning raids on the homes of suspected dissidents, their relations and known associates. Those unfortunate who are caught by the "Holy Correction" squads are branded on the forehead with a red-hot cross, as a warning to others.

Alarm and despair are spreading through the communities, both Puritan and Romanist. Royalist Direct Action Groups have begun to strike back. Terrorist reprisals are sweeping

the ten Major-Generalships that constitute England. The fire-bombing of the houses of local Government officials and the "kneecapping" of parliamentarian supporters has been eclipsed by the horrific new instrument of vengeance, the "Puritan Collar." This is a rubber tyre filled with benzine, that is placed around the neck of informers or captured militia and set alight. Responsibility for some of these incinerations has been claimed by the "Organisation of Revolutionary Justice."

It has been assumed after the demise of "King" Charles and his hereditary lords that the Royalists would be leaderless and disorganised. Obviously, this is not the case and speculation about the new leader of the revolutionaries is rife. This is apparently Charles' sister, the "Princess Royale," who has declared herself "Queen Anne I" of "Great Britain" in a speech broadcast on the illegal Royalist wireless station "The Voice of Liberty."

As for myself, I am still hiding in the Maze, the Royalist Sector behind the London Wall, following the expulsion of all foreign press agents. The freak drought and unseasonably warm weather have made conditions in this centuries-old inner city slum unbearable. The stench from the rubbish and raw faecal filth that lines the streets, the disease and the starvation have all grown to horrific levels. The growth in the number and size of the rats and fleas has reached biblical proportions. Also I'm running out of smokes. Cigarettes are prohibited in England and the rough blackmarket tobacco smoked in clay pipes turns my stomach.

I intend to leave this room, this safe haven in London Bridge, dodge the Thames Patrol boats and round-head border guards and make my way to Aldershot - where the Royalist forces seem to be massing - to bring you first hand observations of their activities. It'll be dangerous. I don't even know if this dispatch will reach you, but wish me luck.

Hiram Kowolsky.

passed his usefulness to them, but can be created into an effective martyr.

Thought Implants were used to prime Compton and Whitelaw.

In the wider Multiverse the entropy spiral created by FireFrost continues to accelerate.

Para 20.91.74 Korea. Invasion by French Indochina.

Para 00.56.40 Salt Lake City. Mass demonic possession.

Para 01.36.39 Iceland. Mount Helka erupts.

Para 01.36.40 Washington. Mount St. Helens erupts.

Para 01.36.41 Edinburgh. Castle Rock erupts.

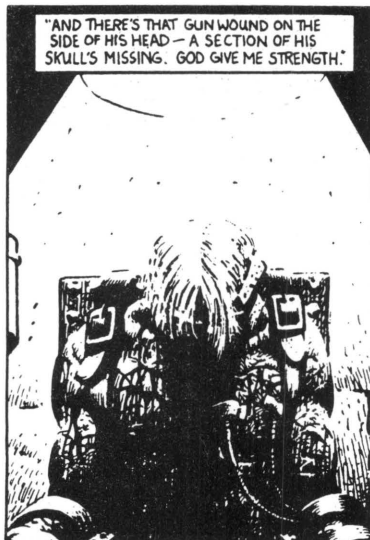
Para 05.28.33 Europe. Rome invades Gaul.

Para 10.29.48 World War Three. Nuclear holocaust.

On ZeroZero W.O.T.A.N. is beginning to malfunction. Leading to the worrying conclusion that the hypercomputer may not be able to scan the continua and locate the Disruptor's parallel of origin when Arkwright draws them out.

Apparently W.O.T.A.N. has overlooked the fact that it will be affected by FireFrost.

Arkwright is injured but alive. He has been taken to the Dissident Detention Centre at Westminster, where he has been subjected to terrible torture.



Arkwright is in a very bad way. He has slipped into a coma-like state. As his interrogators resume their questioning he drifts finally into his own mind. Finally achieving the psychic trance state in which he undergoes a mystical rebirth. His psyche changes, becoming Enlightened, more powerful. Arkwright perceives the Multiverse and dies.

His ECG flatlines.

Czar Nicholas and Archduke Frederick have mobilised their forces and are moving on England. They do, however, intend to seize Britain after aiding the Royalist revolution.

A plan which is motivated by Krupp, who is a Disruptor Bishop controlling a Prussian Lodge and having great influence in the Prussian court. With Cromwell newly martyred by the bomb plot the Disruptors intend Britain to fragment into areas of Puritan and Royalist loyalty, fighting a bloody guerrilla war against the Prussian and Russian occupiers; who will themselves be manipulated into conflict, causing a Eurasian war.

Back in his cell Arkwright revives in a flash of blinding psionic energy. His transformation is complete. He is reborn — emerged after a symbolic death and rebirth as *Homo Novus*; the next step on the evolutionary ladder.

Curing his rebirth Wildcard psionics rampage through his cell. His interrogators are driven insane.

Struggling to control his perception of reality, to master his enhanced powers, Arkwright leaves his cell.

Most of his power dissipates, as he forces himself to descend to the plateau of human perception.

He escapes from Westminster barracks and makes his way to the Royalist encampment at Aldershot.

He meets Anne, now "Queen Anne". Still disorientated by his rebirth he takes her hand and unintentionally uses psychometry to perceive Anne's true nature and intentions.

Anne forced Charles, her brother, to his death so that she could take power. She is possessed of psionic abilities, the Holy Power of the Royal Line as she believes it to be.

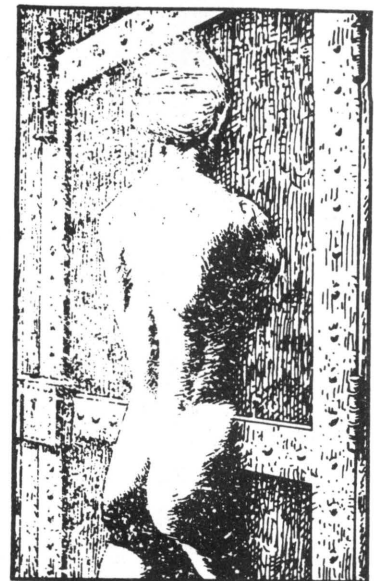
She knew Arkwright to be a powerful psychic from the moment she met him and contrived to get pregnant from him. She is carrying twins, a boy and a girl, and it her intention that Arkwright rule by her side. Their children will help them in the forging of a British Empire.

Anne has no inkling of the true nature of the Multiverse, although her powers are great — greater than Arkwright's before his rebirth.

That night Arkwright wanders the Royalist camp, discovering Fairfax — who is dying from his injuries — and cures him by using his Biosphere.

Events on Para 00.72.87 are building to a head.

Arkwright, returns to London, meeting Rose in Westminster Abbey. Rose has brought a valise containing his equipment. He takes his vibro-beamer and a powerful flare gun.



It is his intention to assassinate Cromwell and his entire cabinet — removing the entire Disruptor Elite at a stroke. Once this is accomplished he will use the flare gun to signal the Royalists and their allies to advance on London.

Taking his goodbye from Rose Arkwright ascends to the roof of the Abbey, where he stands opposite to the room in which the Puritan cabinet are meeting. Climbs onto the parapet and launches himself towards the window.

Book Three: GOTTER-DAMMERUNG

Inside the cabinet room things are not going well for the bomb plotters. Cromwell has just received word of the Royalist advance towards London. He is elated, seeing now his chance to crush them once and for all. With two minutes to go before the bomb explodes he refuses permission for anyone to leave the room and begins ranting about how the Holy Ones (the name by which the Disruptors are known to the Elite) will protect them if they are seriously threatened.



Outside Arkwright glides slowly across the gap between the buildings.

He smashes through the window and proceeds to kill the Disruptor Elite. He has slowed down

their time perception and is moving with what appears to them to be incredible speed.

In the mayhem the case with the bomb in it is knocked to one side, falling open. By the time Arkwright succeeds in killing Cromwell there are seventy-two seconds left to detonation.

By this time Arkwright has collapsed, the implanted psionic defences of the Disruptor Elite have ravaged his Biosphere and drained his life force. As he lies on the floor the seconds tick by.

Elsewhere the joint Prussian and Russia HQ is established at a large house in Greenwich.

The planned betrayal of the Royalists, Operation Overlord, is discussed.

And as the Royalist army advances Anne is going into labour.

On ZeroZero the problems with W.O.T.A.N. continue. With parts of the Valhalla Nova complex being destroyed by Wildcards.

At Westminster Cromwell's secretary enters the Cabinet room. Only moments have passed, the bomb will explode in forty-five seconds. As she stands looking in shock at the carnage Arkwright lunges up from the floor, pinning her to the table. Holding her head he drains her of PSI, channelling her life force to restore his own.

Revived he staggers to the window and fires the flare gun. Which explodes into light under the dark and churning storm clouds which have gathered over London.

Puritan guards, alerted by the sound of the assassination, arrive at last at the cabinet room. They have barely time to take stock of the situation when the bomb detonates. Arkwright is not in the room.

All hell is breaking loose.

The Royalist army advances through London, meeting stiff resistance which begins to crumble as it becomes apparent that the Puritan's chain of command has broken down: no longer getting orders from Westminster the Government Command Centre is in chaos.

Rose enters the battle at the head of her brigade of women, the Daughters of Albion.

Anne goes into fully fledged labour.

The Puritan air force makes appears, strafing the Royalists from their biplanes. In their turn they are driven from the skies by the appearance of the Prussian air machines, which spew forth fleets of one-man auto gyros.

The storm threatens to break, thunder bells and lightning strikes.

On ZeroZero there is panic as sections of W.O.T.A.N. continue to malfunction.

The Puritans are being decimated and retreat in chaos, which turns into a rout.

Anne gives birth. The newborn twins are held up to the crowd.

Wildcard created visions appear in the clouds.

Arkwright moves through the battle, waiting for the Disruptors to make their move.

On ZeroZero W.O.T.A.N. begins to register a trans-parallel gate beginning to form. Before the hypercomputer can track the energy to it's source it suffers a complete blow-out of it's sensors.

In London, on the Thames Embankment space distorts as a pyramid shaped gate-way opens and the Rooks stream out.

They attack the Royalist and Russian infantry, decimating them with laser fire.

Arkwright, sensing their appearance, rushes to the scene.

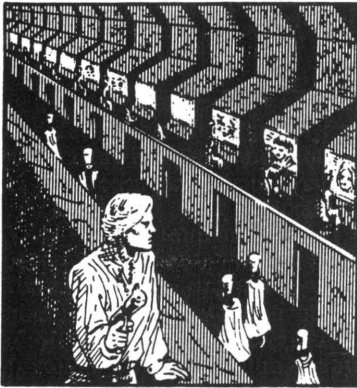
He is too late to save Rose, who is killed by a Fire Team burst of four laser shots. The shock of her death is felt by her Alternative Selves across numerous parallels. She dies in Arkwright's arms.

Arkwright prepares to track the Disruptors to their lair. No longer needing W.O.T.A.N. he reaches out with his vastly enhanced psychometry, and phases out of the battle.

To reappear aboard the vast, decaying hulk of a space station which is the Disruptor base.

He hides from the Rooks departing through the trans-parallel gate and makes his way into the heart of the space station. Passing through the lines of clone vats

where the Rooks are created and through a vast hall of TPCs, where the Disruptors issue their commands to the Disruptor Bishops.



Finally he reaches the centre of the complex. Discovering FireFrost and the Bringer of Light.

The ancient alien attempts to distract Arkwright by illusion, appearing first as a white-bearded, robed and saintly figure.

Arkwright is not fooled and launches a psychic attack on the real presence he detects deep within the ancient machines at the very core of the space station.

The Bringer of Light tries a further illusion, appearing as one of the Five to Arkwright, but he rebuffs this and reveals the withered alien at the heart of it's domain: a shrivelled, sexless thing, kept alive by machines, psionic energy and sheer force of will.

As they battle Arkwright is hit and hideously wounded by an ancient laser weapon built into the defensive machinery surrounding the Bringer of Light.

Ignoring the injury to his physical body he fights on in Astral Form. He is losing the battle when the Five, sacrificing themselves, merge into a single vibration, a psychic bolt of energy focused and directed by Arkwright which destroys the Bringer of Light.

Arkwright's body dies again.

Arkwright continues to feed on the raw force of the Psi-matrix; hooked into the entirety of the space/time continuum. He is almost lost to the totality of creation. Yet, submitting to desti-

ny, he returns to his previous plane of existence.

Arkwright splits FireFrost with a single thought, returns to his body, which he reconstructs and leaves the parallel as the space station explodes.

Equilibrium restored across the parallels.

On 00.72.87 the battle for London comes to an abrupt halt as the Rooks flounder and fall, cut off from the will which motivated them.

On ZeroZero the continuum monitor has been jury-rigged, a small blip is registered as the Disruptor space station explodes.

In space the two halves of FireFrost recede from each other, off into infinity.

In London the Prussian and Russian chiefs of staff are about to give the command to attack the Royalists. Suddenly they fall dying, killed by poison gas Arkwright — returned to the parallel — has released.

He then wanders through the aftermath of the battle, eventually meeting Fairfax.

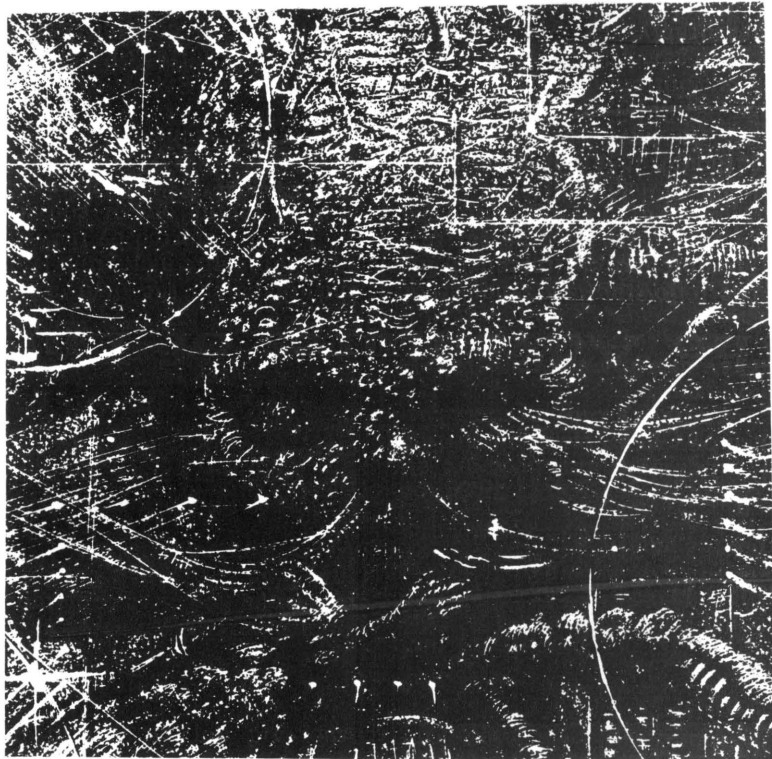


In the days which follow Anne is crowded Queen of Great Britain.

Arkwright attends Rose's funeral and then departs 00.72.87.

He travels to 00.38.56, where he joins the Rose of that parallel at her villa at Whitby.

There he renounces violence, throwing his vibro-beamer into the sea, his Adventures done.



A Selective Time Line of the Arkwright Multiverse

PreHistory

2300 Million years ago the FireFrost falls to Earth on Para 00.72.87.

2.3 Million years ago the Aliens arrive in the solar system of Para 02.79.10.

A week after arrival the Ark is driven through the parallels, finally coming to rest in orbit around the Earth of Para 07.23.05.

Five years after the aliens arrive they begin the breeding of their *hominid* servitor race.

Construction of the City of Dreams begins two hundred and thirty-one years after their arrival.

Four hundred and seventy-two years after their arrival the surviving aliens enter the City and sleep.

Their *Hominid* servitors are scattered like dust across the parallels, where they interbreed with the native, and naturally evolved, hominid populations.

Seventeen hundred and two years after their arrival the Earth of 07.23.05. is destroyed by a huge asteroid.

1.8 Million years ago, the Age of Wonder in at its height.

800,000 years ago, the last of the God-like Changelings passes out of existence. Mankind inherits the Multiverse.

Ancient History

BC

-2678: FireFrost is sealed within the Great Pyramid.

-1976: The Sleepers Awake. The psychic shockwave they generate on waking causes plague, natural disaster and war across thousands of neighbouring parallels.

-1955: End of the civil war between the aliens. The Bringer of Light is victorious.

-1901: The Grand Survey of the parallels by the Disruptors.

ZeroZero hidden from the Grand Survey by the Five.

-1800: Culling of the "Mythical" races, the half-changelings and powerful human psionics, is begun by the prototype Rooks. Centuries of war follow, culminating in -1100. Recreation of history effected across many parallels.

-200: The first of the Messiah vessels.

Recent History

AD

551: The Bringer of Light sets in motion the second part of the Grand Design. The psychic subversion of reality across the parallels. Millions of specially bred humans are planted on key parallels, where their psionic conditioning acts to subvert the perceived reality (especially the history) of the target parallels and those affected by the events on these foci.

621: The Five begin the selective breeding programme which will culminate in the creation of Arkwright.

687: The strain of "historic manipulator", bred by the Disruptors, dies out over the next twenty years, succumbing to specially designed viruses.

1100: The Five begin widening the gene pool of their chosen psionics. The higher incidence of psychic humans, especially women, results in the Witch Craze culling a large proportion of the psi-active humans still living on the focal parallels.

1542: The third and more subtle phase of "historical rationalisation" is launched. The growth of science is encouraged at the expense of the occult arts, which become to be ridiculed and reviled.

On many parallels psionics simply cease to work as humanity grows to believe that they are impossible.

1709: Third phase of historical manipulation complete. The parallels are now within 15% of the formation within the Psi-matrix required to effect the reforging of reality.

The Bringer of Light dispatches agents who begin searching the parallels for FireFrost – the early habit of dressing in the sombre robes of travelling priests is never quite shaken by these agents, who are the forebears of the Disruptor Knights, consequently they later became known to ZeroZero as MIBs – Men In Black.

1881: Karl Marx predicts the existence of parallel Earths.

1882: Marx's speech to the Scientific Assembly of Munich.

1885: Marx and Stahl (the psychic) perfect psychometric scanning technique. Foundations of Valhalla Nova laid.

1889: First scans of parallels by W.O.T.A.N.. The hypercomputer's artificial synaptic circuits realign themselves; W.O.T.A.N. is henceforth an independent intelligence.

The Five were responsible for the creation of W.O.T.A.N.'s independent intelligence. Henceforth, the hypercomputer lets the scientists of ZeroZero learn only what the Five want them to.

1914: Disruptor Agents locate FireFrost on 00.72.87.

1902: The first attempt at Trans-Parallel Teleportation ends in the destruction of the Stonehenge of ZeroZero. The team members, including the remarkable psychic Winston Churchill, are either killed or lost. Research into Trans-Parallel Teleportation is suspended on W.O.T.A.N.'s advice.

1905: Valhalla Nova completed, official operations begin. Insanity of several psionics

scanning "distant" parallels. Survey of the Thousand Worlds.

1913: Development of psi-enhancing drugs and equipment. W.O.T.A.N. achieves independent psychometric abilities.

1914: "Dreamtime Operation" the transfer of controlled thought/inspiration to receptive psychics on parallels within the thousand worlds. The operation is designed to promote "scientific illumination." As such it is typical of the prejudice of ZeroZero's early trans-parallel operations.

1918: In response to the various First World Wars and Rust Plagues the "Revelation Response" is prepared for Para 34.09.89.

1924: First other-parallel agent using the full empathic link, Margaret Bondfield, Para 28.00.35.

1925: Disastrous conclusion to the "Revelation Response."

1925: World wide testing on ZeroZero registers the psionic potential of the world's population. This is followed by the recruitment of those psychics with Empathic Link ability.

1928: Psi-section fully integrated into Valhalla Nova operations.

1930: Four ZeroZero agents, on different parallels, die at the hands of a psionic later identified as a Disruptor Knight.

1935: First overt anti-Disruptor activity, coordinated across parallels 46.61.90 and 46.65.90. ZeroZero agents prevent the escalation of Fascism in Italy, and encourage European unity and industrial development in the face of a Disruptor controlled American Federation.

1936: A Disruptor Knight attacks and assassinates part of ZeroZero's "cell" on Para 46.63.90. The survivors manage to elude the Knight, who took the cover of a British MI5 agent named Lockhart, and eventually lure him into a fatal ambush. The ZeroZero psionic, Lisa Drew, is the first to isolate the distinct Beta waves of a Disruptor Knight.

1940: W.O.T.A.N. designs the Continuum Monitor Screen and refines the Marx Parallel Notation theory. The theory behind "time-shelled" and "shadow parallels" earns the hypercomputer the Marx Prize for Science.

1939 to 1945

The WAR YEARS.

The ZeroZero/Disruptor conflict is at its height during these years. The psionic resonances generated by this multi-parallel total war cause tremendous stresses to the psi-matrix.

One of the more fortunate products of this is the so-called "piercing of the ether" and the creation (recreation) of many "natural" trans-parallal gates.

W.O.T.A.N. estimates that over 60% of the parallels become interconnected by this phenomena. Disappointingly, at least to some, no Gates form on ZeroZero.

1950: Arkwright born, kidnapped and taken to the bleak parallel 02.79.10.

1958: Trans-parallel communicator captured.

- 1964:** The vision. Arkwright escapes to the parallel of his birth. He later travels to Tibet.
- 1965:** Arkwright leaves the Lamasery.
- 1967:** Arkwright at the Notting Hill Gate commune.
- 1968:** Dr. Timothy Leary is the first ZeroZero agent to travel between Earths without using a Gate. The unplanned travel occurred during a "very heavy LSD trip."
 Leary, a parapsychologist, travelled between Paras 56.10.48 and 99.11.77; an industrial to a primitive. He was to establish an alchemical revolution in the European states of 99.11.77, leading to his eventual rule of the parallel as the White Magus.
- 1968:** Arkwright on the streets.
- 1969:** Arkwright contacted by Rose Wylde.
- 1970:** Arkwright on ZeroZero.
- 1981:** The Great Pyramid, FireFrost is taken by the Rooks.
- 1984:** Classic start to the Arkwright Adventure.

Adventure Base Lines

Adventures can be set at any time within the Arkwright Multiverse. Of course, most of the Adventures written by 23rd Parallel Games will be set just prior to, or during the active lifetime of Luther Arkwright.

As an aid to helping you choose the period in which to set your Adventures the following Base Lines are offered. Each will be supported by either Adventures or Campaign Packs, see page 158.

1964: The Gate War Period. Where ZeroZero agents across the parallels began attempting to gain control the restored Trans-Parallel Gates.

This Base Line is intended for GMs and players who want to run a long-term campaign.

The published Adventures will be structured to occur every two to three months in a year from 1964 onwards. Giving the PCs time to rest and train between them, or for the GM to use his own Adventures.

1981: The Disruptor Retaliation. This year marked the beginning of the Disruptors' escalated activities. A dark and interesting time to be a ZeroZero agent.

Significant in that it also sees the first significant event in Luther's own Adventure involving FireFrost.

From 1981 to 1983 Luther can be used as an NPC, usually travelling to brief ZeroZero teams on their missions, on rare occasions joining them on a mission.

1983: The year in which ZeroZero captured several Disruptor TPVs and gained limited access to the parallels.

Unfortunately the TPVs were fitted with a form of "governor" which restricted the parallels they could move between.

1984: The classic year of the final confrontation on October the Sixteenth. Featuring a plethora of ZeroZero missions designed as a smoke screen to the Ragnarok Equation.

Ammunition

Armour Piercing Bullets

These add +10 to the Penetration, but subtract 1D10 from the damage.

So a .357 loaded with AP rounds would do 3D10 Damage, but would have a Penetration of 15.

Dum Dum or Bull Head Bullets

These are designed to flatten on impact, spreading the force of the attack and doing more damage.

A Dum Dum bullet does 1D10 extra damage, but the penetration is reduced by 10, to a minimum of zero.

The same principle can be applied to certain device driven weapons.

Arrows can be designed with Armour Piercing heads. Wet clay balls when used in a sling spread on impact like Dum Dum bullets.

• Optional Rule

Spears, javelins, arrows and crossbow bolts can lodge in a wound after hitting. Apart from being understandably painful they act to hinder the actions of the target.

An Attack of Result Area A or B with a "barbed" weapon indicates that it has lodged in the target.

He will suffer a -10% modifier to all physical skills (including Combat skills) until the weapon is removed.

To remove a lodged weapon requires a DEX roll, if failed by 40% or more the target takes an additional 1D10-5 Damage.

Most projectiles can, of course, be poisoned.

Diseases

Bubonic Plague

A favourite Disruptor method for reducing unmanageable population concentrations on less technologically advanced parallels.

It takes two forms *Bubonic* with swelling at the groin and neck, from which recovery is often possible, or *Pneumonic* where the victims choke on their own blood.

Infection Chance: 50 vs. END per exposure.

Effect: The character becomes ill after 1 to 5 days. The debilitation they suffer causes a -30% Modifier to all actions. If they do not recover after 2D10 days they will die.

Recovery: END vs. 80, a successful Medical roll will modifier the chance of success by the Conflicting Skill Modifier. One attempt may be made each day.

Sleeping Sickness

Transmitted by tsetse flies; although it can have a Wildcard *Mass Hysteria* transmission as well.

Causes extreme drowsiness in the victim, in extreme cases the victim will fall into a sleep from which they will never awake.

Infection Chance: 60 vs. END per exposure.

Effect: The character becomes ill after 1 to 10 days. The debilitation they suffer causes a -20% Modifier to all actions.

If the character was infected on a A Result Area roll they will fall into a coma and die after END divided by two days.

On any other Result Area they suffer the debility of falling asleep at unexpected moments and the modifier noted to their actions.

Recovery: END vs. 60, a successful Medical roll will modifier the chance of success by the Conflicting Skill Modifier.

The character must get successful Medical attention to recover from a chronic (coma inducing) infection.

One recovery attempt may be made every two days.

Abrin

Poisons

A poisonous compound extracted from decorative seeds.

The poison can be absorbed through the skin (including through a wound) or can be ingested.

Poison Rating

Ingested — 80 vs. END.

Skin contact — 60 vs. END.

Effect: Symptoms of vomiting, diarrhoea, accelerated pulse, delirium and cold perspiration can take several (1D10) days to appear.

There is no known antidote. The result is usually death, the character takes 8D10+20 HPs of Damage; a successful Medical roll will reduce this to 8D10.

Cyanide

Depending on concentration the effect can follow in moments, minutes or hours.

Poison Rating

Ingested — 75 vs. END.

Via a wound — 45 vs. END.

Effect: Stops or inhibits respiration. Causing 1D10 HPs of Damage per CR, until the character makes a further an END vs. 75/45 roll; one attempt may be made each CR.

Scopolamine

A toxic compound which at times has been used as a truth serum.

Poison Rating

Ingested — 60 vs. END

Effect: Makes the character susceptible to suggestion and open to Mental Attack by reducing their WIL by 1D10 *per* dose.

Up to six doses can be administered to a character without any risk of injury. Thereafter the compound becomes toxic and will do 1D10 HPs of damage per dose over 6, unless the character makes an END vs. 50 roll.

Characters are open to simple vocal suggestion when under the effect of this poison.

The character making the suggestion must roll under their INT to put it in the proper manner, if successful the victim will comply unless they make a WIL vs. 60 roll.

These can be made available to psionic characters by either ZeroZero (PCs) or the Disruptors (NPCs).

Psi-Drugs

Booster

Adds 1D10 to the character's Psi-point total per dose — possibly increasing it over their PSI.

If more than END divided by ten doses are used in a twenty-four hour period then the character will start to experience dizziness and nausea (Percentage chance equal to 100 minus END), causing a -10% modifier to all skills, including psionics.

Focus

Increases to characters *effective* WIL by +5 per dose, to a maximum of +30.

The effects last for 1D10 minutes.

Sights & Scopes

Used to enhance the ranges of various projectile weapons.

A normal scope doubles each range, meaning that the character's chance of hitting a distant target will remain the same at longer ranges.

Very powerful scopes can be calibrated to allow the character to take shots at targets up to a mile or more away. This, of course, requires a weapon capable of making such an attack.

Given the right weapon and scope an attack be attempted up to any range the GM allows. The Attack skill is always halved and the Result Area shifted one column to the left, to simulate the difficulty of making such a shot.

Other sights available to the characters on some parallels include Infrared and Ultraviolet sights, allowing them to reduced by 10% the negative modifier for most poor visibility conditions.

Trans-Parallel Vehicles

Pyramid shaped machines used by Disruptor Knights and Rooks to travel between the parallels.

The TPVs used by Rooks are of an open configuration and cannot be used by anyone except the Rooks, whose armour shields them against the effects of Trans-Parallel travel.

The TPVs used by Knights are of a closed configuration: the commonest example encountered by ZeroZero agents is a featureless pyramid, with edges about 12' long.

They are often keyed to the Knight's Biosphere and will not operate for anyone else. When operating they are "cloaked" against detection, in that their passage through the Psi-matrix causes no appreciable disturbance to it. When arriving or leaving a parallel they can be detected using Psychometry or if they arrive within a Biosphere.

Disruptor TPVs are not actually moved by dint of their own power. The machinery on board acts as an enhanced TPC, allowing Disruptor control to focus a localised warp in the Psi-matrix around the TPV and then move the warp to the parallel of selected.

This is an automated procedure. So captured TPVs have been used by ZeroZero agents, until the Disruptors identify the TPV as stolen; when next it is used they move it where they want to, and the ZeroZero agents are never heard of again.

Thompson Mark II Spitfire

Developed by the Thompson Munition Company of Para 00.38.56.

Damage: Burning of 1D10 per successful attack, with the additional chance that the target will catch fire, as noted on page 72.

Range: Effective to 30', Maximum of 45' and an absolute limit of 90': the flame will not reach beyond this.

Penetration: Nil.

Burst: Special - 3.

Auto: The trigger can be held, allowing a constant stream of fire to be played in an Act. This does no more than 1D10 damage to a single target, but does mean that the flame can be played across up to three adjacent targets.

Auto modifier is -5%, the weapon has very little recoil.

Magazine: A belt or back hung cylinder. The smaller belt cylinder has enough fuel for 12 shots, the back hung paired cylinders enough for 28.

Notes: As with the Mark I there is a slight tendency to explode, doing 1D10 damage for each "Shot" of fuel remaining.

Although this will only happen on an Attack Roll of "00" and if the weapon has been Burst fired in the last CR.

Cultural Templates

The parallel Earths of the Arkwright Multiverse are defined using the following format.

- **Parallel Number**

A sequence of three pairs of digits.

- **Parallel Psi-Profile**

The present level of Psi-matrix activity on the parallel. Together with any relevant notes on Psi-skills, Talents or Wildcards affected by the local Psi-matrix.

- **Parallel Description**

Notes on the historical, cultural and technological differences between the parallel being described and our own Earth.

- **Skill Notes**

Any Skills which are affected by the Cultural Template should be noted here.

- **Time Line**

Notes on any major historical happenings, arranged in chronological order, which are relevant to the parallel.

- **Disruptor Activity**

Remarks on the activities past (if relevant) and present of the Disruptor controlled Lodges and other agents on the parallel.

The Cultural Template is intended to simplify the GM's work when designing a parallel.

The yardstick against which all parallels are compared is our own Earth. (The Cultural Templates of ZeroZero make the comparison with their own Earth.)

The important elements to include within a Cultural Template are any aspects of the society or history that will have a bearing on the Adventure the PCs undertake on the parallel.

These details must be surrounded by enough additional information for their importance not to be immediately obvious.

However, players do not have perfect memories (even if their characters do), so the total information should be kept to a level that both the GM and the players are comfortable with.

Parallel Number

The Parallel coordinates used by ZeroZero do not define a fixed point in the Psi-matrix.

Instead they record the position in the Psi-matrix where the parallel was first identified using psychometry. After it's discovery the parallel number is used as a *tag* whilst tracking the parallel as it moves within the Psi-matrix.

That the parallels did move came as quite a shock to the scientists of ZeroZero. Especially when a direct correlation was found between parallel movement and the focal parallels. When a major event affecting the Psi-matrix occurs, the parallel on which the event takes place can attract other parallels towards it.

This has given rise to speculation on what would happen if two (or more) parallels were to collide.

This, perhaps fortunately, is an event that ZeroZero still has observe.

Likewise the number of parallels does not appear to be constant. New ones keep appearing. Though how or why are questions which even W.O.T.A.N. has been (supposedly) unable to answer.

The only curiosity of real note about the Parallel Number is that the first pair of digits can denote a "trailing generation effect" on about 70% of known parallels.

As an approximate rule of thumb, for every ten points of the digit the parallel concerned will be forty to sixty years behind our own Earth with regard to the generation living on it.

This can sometimes tie in with the technological level achieved by the parallel, but in some cases an Earth populated with a mix characters from the late 1800s will be living in a world of 20th Century technology.

- **Creating Parallel Numbers**

This can be done by rolling ten sided dice.

A parallel created as "neighbouring" another will — if it was first detected in that region — have a similar Parallel Number.

Parallel Psi-Profile

See page 121 for effect of the Parallel Psi-Profile on Wildcards.

The Parallel Psi-Profile is the final object of the Disruptors' manipulation on the parallel. Through their machinations they will be attempting to increase or decrease it, or change it's level in specific locations on the parallel.

Certain areas on the parallel can have a Local Psi-Profile higher or lower than the Parallel Psi-Profile.

Typically these are areas where traumatic events have occurred, such as battles, hideous murders or major accidents, which lower the Psi-Profile, or Leylines and Earthwells, where the Psi-Profile will be higher.

- **Creating the Parallel Psi-Profile**

Random generation — through rolling D% twice, the result of the first throw is taken away from the second.

Alternatively the Parallel Psi-Profile can be set at a level chosen by the GM.

Parallels with high (positive) Psi-Profiles are rife with Wildcards and other psionic effects. Parallels with low (negative) Psi-Profiles are likely to be under heavily influenced by the Disruptors; the lower the Psi-Profile the more the parallel's population are open to manipulation of their collective psyche.

Parallel Description

This can be as brief or as detailed as the GM and players require.

The description must serve to evoke the an atmosphere of the parallel on which the adventure is taking place, so that the players have a *sense* of how their characters relate to the rest of the world.

In particular the PC's parallel of origin requires enough detail for the player to be able to *role-play* his character in a fashion consistent with the society the PC

originated from.

When the players are undertaking missions involving trans-parallel travel the parallel description can be written in the form of a briefing, given to the PCs by their control on ZeroZero.

This can, of course, contain a number of errors or misinterpretations, which the GM can use to add interest to the adventure.

With the incredible variety of parallels a fixed structure for parallel descriptions is impossible. Although the framework detailed below can be used for most parallels.

- **World Powers.** Details of the dominant world orders of the parallel. These will be the *super-power* or most notable nations, religions which have a significant effect on the parallel and any other significant global social element; such as notes on the predominant governmental forms.

- **Significant Differences.** Remarks on the unique elements of the parallel. These are best illustrated by examples of the historical differences and social differences, showing how they will affect the society the PCs will first be involved in.

Emphasis should be given to what is the expected *normal* standards of behaviour as far as the PCs' area of society is concerned. (For *visiting* ZeroZero teams this part of their briefings can prove woefully inadequate.)

- **Technological Notes.** Examples of the fundamental technological differences between the parallel and our own Earth. This is technology as seen in the daily life of the parallel's inhabitants, not forefront of technological research being carried out (if any), although some notes on what technologies are developing may be appropriate.

It is important to remember that technological development is not the same world wide. Poor and undeveloped areas will exist whose technology may lag considerably behind the most technologically advanced areas (which will, usually, be the dominant world or social powers.)

Technological development does not have to be limited on a First World, Third World basis. Access to technology can also be restricted by social forces, such as religion or wealth.

- **Player Character Notes.** The GM should take the time to construct one or two examples of how each of the PCs fits, or should fit, into the society of the parallel.

In the case of a PC originating from the parallel these can be given as examples of past events in the character's life. For *visiting* ZeroZero teams, where they are expected to blend in with the local society, these would be examples of how to behave in circumstances which the character is likely to encounter.

The emphasis of any parallel's description should be focused on the area in which the PCs will be Adventuring. This means that they will have the necessary background with which to role-play their characters, and the GM will not have to create pages of description for, say, the Fifth Roman Empire, when the Adventure is set in the Inca democracies of South America.

Skill Notes

Any restriction on, or change to, the skills available to the characters should be noted here.

Skills can be altered or restricted due to the technological or social conditions which are relevant to the area of the parallel from which the character originates, as well as being affected by the manipulations of the Disruptors.

Disruptor interference tends to restrict skills which concern themselves with knowledge, freedom of movement and information control.

Controlling any or all of the above enables the Disruptors to manipulate aspects of a parallel's Psi-matrix.

- **Accounting.** For this skill to exist the parallel must have the necessary mathematical development, as well as a social infrastructure which requires the abi-

lity to keep track of goods and money.

Primitive parallels have little need for Accountants.

- **Astronomy.** A science, the development of which is hindered by the Disruptors to prevent navigation and thus long distance travel on Primitive parallels.

- **Communication.** Effective communication between governments can often prevent conflict. The Disruptors use various methods to control the use of effective communication. This often involves curtailing the "invention" of radio or the telegraph. On some, exceptional, parallels hidden satellites act as jamming and interception stations, manned by Disruptor astronauts.

- **Computer.** A subject of Disruptor interest purely for the information retrieval capabilities.

Knowledge is power and computers can handle raw information very effectively. The Disruptors use their own highly developed computer systems as an aid for the Disruptor Lodges, enabling the fast and accurate processing of information which then allows the Disruptors to guide the Lodge in the most effective use of its resources.

On parallels where the Disruptors encourage Guild or Caste systems the use of computers (especially the ability to programme) is restricted to Guild members, who are usually Disruptor controlled.

- **Crafts.** Can be affected more by the "natural" social conditions on a parallel, than be Disruptor manipulation.

In particular any culture practising a Caste or Guild system.

- **Drive Vehicle.** The parallel's society or Disruptor manipulation may act to restrict the mobility of the population.

This is usually an economic restriction, where mobility is set outside the reach of the poor, but can be restricted, for example, by either political or religious considerations.

- **Electronics.** See Sciences.

- **Language.** The languages a character can learn as a birth right are restricted by their society.

As with Communication the Disruptors find the Language Barrier an effect tool in their manipulations.

- **Mechanics.** As Sciences.

- **Medical.** Pain is, for some, the most important thing in the Multiverse.

By restricting the development of Medical science the Disruptors can reap the benefits of the effect of suffering and death on the Psi-matrix.

- **Pilot Aircraft.** Much the same as Drive Vehicle.

- **Sciences.** It is Mankind's thirst for knowledge, ironically the result of the aliens' creation of Man in their image, which causes the Disruptors so much trouble.

As Scientific Enlightenment spreads the Disruptors' task becomes harder. Without fear and superstition at their beck and call motivating the psyche of Mankind into the form the Grand Design requires becomes increasing more difficult; requiring the careful control of war and economic hardship.

The Disruptors have found it impossible to halt the growth of science, indeed technology is a necessary part of the Grand Design.

In order to preserve the equilibrium of their plan the Disruptors have concentrated on making science into the new *superstition*, to clothe the fears and concerns of Mankind on the Technical parallels with a distrust, and even dread (reinforced by *manufactured* disasters caused by science or technology), of the implications of scientific development.

Time Line

A chronological listing of the significant events of the parallel. This is used to emphasise the technological, social and historical differences of the parallel.

This can be especially useful if the Time Line is prepared as a

hand-out for the players to refer to during the game.

The GM should have a copy on which the significance of any Disruptor Manipulation on past events is noted, particularly any that have a bearing on the Adventure being played.

The easiest way to create a detailed Time Line is to use a historical reference work in which events are given in chronological order. (The Longman Chronicle series of books are ideal; see Bibliomancy, page 158.) These can serve as a springboard from which to create the differences in the parallel's history, whilst providing a fund of authentic names and locations.

A slight twist, or reinterpretation of an event is all that is required.

It is sometimes advisable, when selecting less well known incidents, to make a note of what *actually* happened.

This can be shown on the Time Line itself, so that the players can compare and contrast the two.

Parallels on which the nations and histories differ widely from our own will have to be created in total by the GM.

It is usually necessary to go back only one or two centuries, detailing between six and ten events per century.

Disruptor Activity

The Disruptors very rarely limit their involvement on a parallel to a single Lodge or Agent.

Every significant world power or social group on a parallel will have been touched in some fashion by Disruptor activity. Whether as a result of direct manipulation, or through the *ripple* effect spreading through the Psi-matrix due to Disruptor manipulation elsewhere.

In the main this area of the parallel description should concern itself with the organisation and aims of the Disruptors the PCs will encounter during the Adventure.

Determine who the first Bishop was or is, when and how they were contacted.

Of special importance is the *guise* that the Disruptors appear in to the Bishop and the Elite: they do not know the true nature of the work undertaken in the name of "The People of the Truth", "The Illuminated Ones" or whatever title the Disruptors use for themselves.

Once you have decided this consider how the Disruptor Lodge was formed, it's history to date and how it has concealed it's nature throughout it's existence. Next note the most recent activities undertaken at the behest of the Disruptors.

Inspiration can be readily drawn from any number of books or films which deal with conspiracy theories.

The Bibliomancy lists a number of books which concern themselves with Secret Societies or supposedly "hidden" or secret histories.

It is, however, easy enough to take actual, *visible*, government departments, or other institutions, which exist or have existed, and invent an *alternative* history, based on the real one, in which the Disruptors either created or subverted them.

It is important to remember that the Disruptor Bishop and Elite will have plans and concerns of their own.

They are not mindless subjects of the Disruptors, but are manipulated dupes, and can sometimes place interpretations on the designs of the Disruptors which cause the carefully planned adjustments to the Psi-matrix to go astray.

Despite the implanted Psi-shields and mental conditioning it is perfectly possible for a Disruptor Bishop, or member of the Disruptor Elite, to act against the commands of the Disruptors in what they will see to be their own best interests.

As this is something the PCs will often hope to use to their own ends the personalities and ambitions of the Disruptor Bishop and Elite should be given careful consideration.

Designing Adventures

First Steps

Writing an adventure is a little like creating the outline of a film or TV drama — your players will be improvising to a script only you will see.

Decide what the objective of the adventure will be, it's plot. Create the main Non-Player Characters who will interact with the PCs. Add in any sub-plots which are required; including the design of any *major* Wildcards.

Keep going through the plot, adding detail and notes until you feel confident that you can run the adventure in such a way to create the "willing suspension of disbelief" required.

Bear in mind that the adventures you write yourself need not be as detailed as a commercially produced adventure. By virtue of creating the plot yourself you should be able to improvise as and when required; something the writer of a published adventure cannot take for granted.

Your adventures should contain a challenge for the players to overcome. To encourage team work within the players it should be of such a nature that their characters will need to cooperate, pooling their skills and resources, to succeed.

Two types of adventure are considered below — the *Awakening Adventure* and the *ZeroZero Mission*.

Other types of adventure will be considered in further 23rd Parallel Games publications.

Awakening Adventures

This is the first adventure which newly created characters will undertake — the adventure in which they first learn of the Trans-Parallel War, of ZeroZero and the Disruptors.

Begin by designing the Cultural Template for the PCs' parallel of origin. Then design the PCs with your players; their preferences for the type of characters they want to play should guide you in designing the first adventure.

Alternatively you could create the PCs and let your players select the ones they want to play. This can be a good idea if you want to place specific limits on the skills available, or that the characters are tailored to the requirements of your adventure.

- **The Awakening.** This can happen in one of two ways. The characters can discover the Trans-Parallel War through "stumbling" across it, by observing or being drawn into a Disruptor or ZeroZero plan as innocent bystanders, or manipulated "natives."

This can happen in any number of ways: a ZeroZero agent or Disruptor agent might be driven to ask the PCs' help, they could observe some Disruptor activity no one was meant to witness and be hunted by the Disruptors, they could — by dint of who they are — be targets or pawns in either a Disruptor or ZeroZero plan ...

The second alternative is the easiest, one of the characters is Psi-active, a Latent with the Empathic Link (page 123), who is contacted by their Alternative Self on ZeroZero.

The trauma of this Awakening can often send a recognisable shock wave through Psi-matrix; the Disruptors know to watch for this sign and will send agents to attempt the elimination of this new threat to them.

The solution makes for a simple first adventure: Character has Psi-skills revealed, character learns of the Trans-Parallel War, character has to gather a trusted group of friends around him and flee with the Disruptors hot on their tail.

More complex first adventures, with a Disruptor activity close at hand which must be thwarted, are easy enough to excuse: the Disruptor activity itself has acted as the catalyst *Awakening* the Psi-active character(s).

The *typical* first adventure would end with the PCs contacted by ZeroZero, briefed on the history of ZeroZero and the Trans-Parallel War, and established in a "safe house," from which ZeroZero will direct them on their Missions. During the adventure they will have had enough contact with the Disruptors to know that they are the threat ZeroZero says they are.

ZeroZero Missions

Once the PCs are established as ZeroZero agents then Valhalla Nova will begin finding work for them.

A new ZeroZero team will often be contacted by any other ZeroZero agents on their parallel. This first contact is an opportunity for the players to gain a TPC and access to a supply of Psi-drugs, as well as undertaking any training they may need: usually combat skills.

The majority of ZeroZero Missions are espionage based.

The characters are given a briefing on a situation involving (apparently) the Disruptors, they begin to investigate the circumstances, locate the Disruptor agents and find out what they are up to, finally an attempt to sabotage or destroy the work of the Disruptors is made — usually producing an explosive climax to the adventure.

The briefing by ZeroZero at the start of the adventure, and communication (when possible) during the adventure, can be used to direct your players towards the information and actions they will have to take to complete the mission.

Other missions include: the observation of, or encounters with, psionic phenomena; instigating counter-Disruptor manipulations, where the PCs are given the job of "spoiling" the efforts of a Disruptor Lodge, by means of propaganda, industrial espionage, bribery and other dirty tricks; acting as "power brokers" for those interests on the parallel identified by ZeroZero as *focal* to the events on the parallel; making contact with *new* agents, or attempting to recruit them; the location of and then use by the PCs of Trans-Parallel Gates.

It is recommended that the PCs should not be in total control of their Trans-Parallel Travel. Having them learn how to use the Gates allows the GM to restrict their parallel hopping; giving a predetermined starting point to the next adventure on the new parallel.

Twenty-three Adventure Outlines & Ideas

Some brief Adventure ideas and some general observations on the nature of the Multiverse.

1-10: Adventure outlines.

11-16: Observations on various Disruptor methods and curiosities.

17-20: Notes on some peculiar or interesting aspects of the Multiverse.

21-23: Some Adventure suggestions which are not to be taken *too* seriously.

1• The ZeroZero agents have to isolate the method of Disruptor influence on the President of the United States/Federation of Germanic States or other major world leader on their parallel.

Once they have discovered the method through which the Disruptors communicate with their Bishop the ZeroZero agents are to interrupt the chain of command and substitute instructions originating from W.O.T.A.N..

These instructions inform the Disruptor Bishop that the other members of the Disruptor Elite are counter-agents. The Bishop is to expose them to the world media, but is first to destroy all evidence linking him to them.

The object of the plan is the throw the Disruptor Elite into confusion.

The true Disruptor Elite controlling the actions of the President, and the other highest officials of the government, is the agency responsible for their security.

Control is achieved in the following manner. Once a certain rank is reached in the government every official undergoes a medical check at a secure, government hospital, controlled by the security agency.

During this check they are also briefed on the security apparatus which surrounds them. This is a smoke screen to cover the creation of hypnotic controls, thought implants (page 126) and the surgical implanting of a theta-wave modulator at the top of the official's spine.

These devices are tuned to the Psi-skill, Tele-Transmission, of the Disruptor Bishop who controls the Disruptor Lodge. He can project thought implants, via the device, at a cost of only one Psi-point per implant and without having to make a Mental Attack.

The hospital is Disruptor Elite HQ and holds a standard TPC set-up.

2• W.O.T.A.N. has detected an unusual energy pattern in the Psi-matrix on the PCs parallel. The PCs are sent to track down the exact cause of this energy flux. If it is of any value to ZeroZero they are to try and acquire it.

The cause of the energy flux is a Changeling artifact, a "solid state" TPV in the form of a suitable ancient relic. It is located at an archaeological site in South Africa or South America which has yet to be discovered by the Archaeologists of this parallel.

Unfortunately for the PCs the Disruptors have also noted the energy anomaly and have sent their own team to investigate it.

The site is in a remarkable state of preservation, due to the existence of a "lost tribe" who preserve it against the return of their master, the Changeling.

Both the PCs and the Disruptors will be put in the position of proving their right to the artifact by the Lost Tribe. Which will involve them undertaking and surviving a number of ordeals.

The GM should create tasks that are within the range of the PCs skills and abilities. An example would be creating gun-powder from chemicals supplied by the Tribe, an art lost to them, but practised by their Changeling enlightened forbears.

The Disruptor team should be created to be a fair match for the PCs. Like them they will be subjected to a variety of tests.

The final prize is the right to enter the Temple and attempt to pass through to the sanctum. This, of course, involves getting past a number of traps set by the Changeling using sophisticated engineering. And the Disruptor team will have to be dealt with at some point.

Some players may feel that having a character who can use a whip will be useful in this adventure.

3• ZeroZero requires the PCs to contact a Latent psionic, who has the Empathic Link with an ASelf on ZeroZero, but is refusing to accept the telepathic messages that he is being sent.

The Latent psionic has been diagnosed as being mentally ill and has been committed to a secure institution. The PCs will have to organise a *kidnapping* to free him, and then persuade him to join their cause.

The Disruptors on this parallel regularly examine psychiatric medical reports looking for any indication of Psi-ability and will be closing in just behind the PCs.

4• A serial killer is a Disruptor creation; an insane Psionic with Enhanced physical attributes and a Wildcard *Self-Healing* ability.

The police force are Disruptor infiltrated and the special squad assigned to stop him are actually acting as his *Minders*.

The serial killer is murdering Latent psionics, causing disruption to the local Psi-matrix. This has a direct effect on the areas where the murders take place: feelings of fear, paranoia and anxiety are all reflected in day to day events.

The PCs have the job of tracking the serial killer down.

5• Save the Whale. The psionic resonance created by whales contributes to the stability of the psi-matrix. Thus on many parallels the Disruptors have had them hunted into extinction.

The ZeroZero agents are to sabotage the whaling operations of Japan, which are directed by the Disruptors.

6• Dalton's model.

Requires a parallel whose technology has been repressed by the Disruptors.

Following revolution in Europe (similar to the historic 1789 revolutions) ZeroZero has managed to advance the progress of science significantly, by the release of scientific papers supposedly penned by Dalton and

smuggled out of the England a few years ago.

What ZeroZero needs to do is recruit the most promising new scientists in Europe and use them to accelerate scientific progress.

The Berlin European Scientific Conference is the ideal place to recruit them. However, it is likely that one or more of the scientists will be Disruptor agents.

The PCs have to identify and eliminate the Disruptor agents, then select those scientists to be recruited to the ZeroZero cause.

Matters are complicated an unseasonable snowfall which brings Berlin to a complete standstill and isolates the building where the conference is taking place.

The Disruptors have engineered the snowfall — directing a blizzard from another Parallel — with the power cut off, and the scientists (and PCs) trapped by twenty foot snow drifts the Disruptors send in a team of assassins, led by a Disruptor Knight...

7• Blood Sport — for those players heavily into Combat.

Gladiatorial games in Rome. Featuring modern weapons in mazes and televised team events. Each year the Emperor grants the wish of the winning team. ZeroZero desires the PCs to enter, win and ask that the Emperor lift the exile imposed on his son; who has been recruited as a ZeroZero agent.

ZeroZero can provide an edge by giving the PCs the design of some Advanced form of light weight Combat Armour (GM: design to suit the weapons being used). They also suggest that the PCs *cheat* by hacking into the computer system which controls the random layout of the Arena Maze. The combination of strong personal protection and advanced knowledge of the terrain should make the PCs unbeatable.

8• Leylines.

The Disruptors control most of the naturally occurring Gates between the parallels. On most parallels the Gates rarely, if ever, open without outside prompting.

W.O.T.A.N. has designed a prototype device which should

provide the impetus to open a closed Gate and then mask it from the Disruptors.

First of all the PCs must secure the equipment and facilities to construct the device (requiring the theft of rare industrial components and an emerald which has a peculiar psionic resonance), then they must conceal it's installation near a ring of standing stones (or other GM designed Gate site) and finally find out if it works or not.

The Disruptors will be alerted by the theft of the Emerald, whose resonance they have already catalogued, and a team from the local Disruptor Lodge will be sent to investigate...

9• The PCs are given the details of a man whose ASelf on another parallel is a Disruptor agent. The known ASelf is a Psionic, possibly a Disruptor Knight, who has killed two ZeroZero agents.

It is their job the locate the ASelf of their parallel and observe him, to identify if his is a Disruptor agent or not.

The ASelf of the PCs' parallel is a Psionic, but is not a Disruptor agent. In fact he has been running from them for most of his adult life and will almost certainly mistake the PCs as Disruptor agents.

That a team of local Disruptor agents are also in on the hunt will further muddy the waters.

10• Industrial acceleration. For a parallel where the technology has not progressed beyond the 1700s. The Disruptors have established a Lodge in a poor, though populous, third world country. They have supplied technological knowledge and managerial guidance which has rapidly accelerated the country into a state of industrial revolution.

The country's government, a Disruptor Elite, are being primed to set out on a path of economic and military conquest, the final aim of which is world domination.

The PCs must prevent this by creating a Luddite style backlash against the industrialisation. Conditions are ripe, with high unemployment caused by increased mechanisation, but the PCs will have to create their revolution before the army of the unemployed becomes the actual military army of the country.

11• Mass hysteria. The use of broadcast Thought Implants, usually through a *coven* of Disruptor dupes, whose own PSI is consumed, and controlled by a Psi-machine.

The effects can range from sudden outbreaks of imagined tarantula bites, seen regularly in Southern Europe, to more subtle and insidious religious or political hysteria.

Thousands of these machines were used by the Disruptor Lodges controlling the Nazis during the hundreds of Second World Wars engineered by the Disruptors.

Modern consumerism across many parallels is aided and directed by Disruptor manipulation.

12• Plagues. The Disruptors have engineered diseases to cull, or otherwise afflict, population groups and precipitate social change. The Black Plague was perhaps the biggest exercise of this method.

The affect on the Psi-matrix can compound to create a Standing Wave of unease or almost palpable evil which can affect the inhabitants of plague infected towns.

Calcutta is notable, especially with the Disruptor control of the Kali Death Cult, and London's miasmic psychic atmosphere was compounded on many parallels when the Great Fire followed hard on the heels of the Great Plague.

In the final years of the Grand Design a variety of plagues were launched. Most with the aim of concentrating the sick in one area, such as a city, where the enlarged population can then be easily manipulated.

13• Superpower formation. Most empire builders have been Disruptor controlled. The concentration of power in the hands of an Elite is the fundamental building block of the Disruptor strategy. Allowing them to manipulate significant areas of an Earth through a few agents.

Some empires, such as that created by the various Russian revolutions, did not form as the result of Disruptor tinkering, but were swiftly subverted to Disruptor control.

In more recent years the Disruptors concentrated on gaining control of the *invisible* empires of banking and industry.

14• Pollution and Ecological Warfare. Every animal driven into extinction removes a variable from the Psi-matrix, making it easier for the Disruptors to control.

The same applies to plant life and the tainting of the land, air and sea by pollutants.

15• Science. Whilst the Disruptors have found it impossible to stifle the creativity of man (the Inquisition and Galileo being one example of such attempts) they have endeavoured to direct the products of that creativity to their own ends.

This is mostly achieved through economic or social engineering. Where the Disruptors endeavour to have most scientific work controlled and/or funded by the military, industrial or ecclesiastical elements of a culture. This allows the effects of the work to be altered or even suppressed by the controlling element.

16• The ability to tell the time accurately creates an order and structure within the Psi-matrix, so much so that the Disruptors went to great labours to destroy the Assyrian empire by inspiring the Medes and Scythians against them. (Work later undone by the Five, who inspired the revival of the Water Clock, even to the length of having Plato build one with an alarm.)

Time zones and GMT (or World Standard Time), in 1884, were a Disruptor inspiration: having different times around the Earth creates a subtle barrier against world unification.

17• The hidden continent. Historically the Disruptors began by creating spheres of influence in the Eurasian subcontinent. Where possible they encouraged the voyages of exploration which would lead to the discovery of the New World, the subjugation of it's population and the exploitation of it's resources.

The explanation for this rests with the Changelings, who fled or

migrated to what became the Americas to escape the local Psi-matrix of the Eastern hemisphere, where the aliens originally established themselves. In their turn they altered the Psi-matrix of North and South America and profoundly affected the psychic abilities of the native Americans.

On some parallels, usually those whose technology had been stifled since the 1400s, the American sub-continent had still to be discovered. In the last years of the Grand Design the Disruptors embarked on the creation of many *new* American frontiers, with slavery, looting and destruction of the native habitat being their apparent aims.

18• Focal points in the Psi-matrix. Some occur naturally, including Leylines and the Gates between the parallels. Most contemporary foci were created by the efforts of the Disruptors as part of the Grand Design.

The function of the Disruptor created foci act on the human subconscious, bending it into certain patterns of behaviour.

The Disruptors have been most successful in creating cities which are reflections of the whole of a parallel: New Yorks and Londons where a First World of the Rich lives along side a Third World of the Poor. Where conflicts between gangs, criminals and business concerns can be controlled with near surgical precision.

The effects of these conflicts are magnified by the focus and spread out through the entire world and it's neighbouring parallels.

Thus a feud between two gangs can cause a war in the Third World and a small business going bust can topple a world wide conglomerate.

19• Changelings have survived to the present day, as have some of the *mythical* creatures born out of the Age of Wonder.

Those that have survived are usually those most able to pass for human. So their are parallels where vampires and werewolves walk, sustained by the conditions of the Psi-matrix which allows their peculiar Psi-abilities to function.

20• The laws of physics are not constant across the parallels. There are some where the Psi-matrix will not allow certain *things* to function.

The Psi-matrix on these parallels reacts to what a thing is, the concept of the individual thing, rather than it's component parts.

As an extreme example on such a parallel, water will still refract light in the accepted manner, there will still be rainbows, but a *created* prism will not refract light, because the Psi-matrix does not allow the concept of an artificially created prism having such an effect. Or a parallel where atomic fusion can be persuaded to take place at a *slow* rate, but could never be used to create an explosion.

These parallels are at either end of the Probability Valency Curve predicted by Marx, where the multiverse is close to changing into something that the accepted laws of physics cannot recognise and will therefore cease to exist from the point of view of such an observer.

21• Conversion. The Disruptors are just getting a bad press from ZeroZero and such self-interested entities as the Five.

The TRUTH IS the multiverse is always destroying and recreating itself, and EVIL creatures like the Five are able to pass through the Destruction and Rebirth and then repeat a variation on the same grand theme again.

The Bringer of Light was a *Human* of the previous incarnation of the Multiverse, he managed, through a combination of Psionics and Science to pass through, and his Aeons long mission has been to create the right conditions to break the cycle.

The PCs must help, they have to stop Arkwright.

22• The final conspiracy. Behind the Disruptors and ZeroZero is another Grand Manipulator, who created the conflict between them.

The PCs are contacted by that aspect of the Grand Manipulator which wishes to stop the conflict. The Grand Manipulator believes that It is also being manipulated and wants the PCs to discover the source of that manipulation.

When they do they will find that this Great Ultimate is also being controlled ... and so on.

23• The final Adventure.

A mystic in England has had a revelation of staggering proportions, the shock of which has sent a ripple of energy throughout the Psi-matrix. The race is on between the PCs & the Disruptors to find Anraby Bolt.

He lives in Preston and will be found after a desperate search by the PCs. His message is this, "We are nothing, we don't exist. You and I are all creatures of another's will. Each one of you, you are not you, but shadow-things created by the thoughts of others, playing a strange and terrible game with all our destinies..."

And he will rant on and on about a Book, a graphic novel in which the multiverse was created, of how it was crafted by the Author of All Things, whose name is Bryan Talbot, and how an RPG came to pass in the fullness of time.

A remarkable psychic, but quite insane, of course.

Bibliomancy

Books with which to build your Multiverse.

If you have the time there is nothing more satisfying than turning out an extensively researched Parallel, whose Alternative History is the fruit of many hours of enjoyable labour.

The lamentable fact is that most of us do not have the time to spend on such things. Fortunately imagination can patch the most tattered cloak of description, and in play-testing we had considerable fun on parallel whose entire cultural template was "The Germans won the war in Europe, which America never entered, and Russia sued for peace in 1950, after the Atomic Bomb was dropped on Stalingrad."

Both players and GM contrived to create the Alternative History as the game was played.

For those that want to put a little more meat on the bones of their Multiverse the following reference works have proven useful to me.

A History of Magic, Witchcraft & Occultism

—W. B. Crow (A)

(The) Book of the Damned

—Charles Fort (A)

Chronicle of the World

Chronicle of the 20th Century

—Longman (P)

Dictionaries of history, various titles.

—Penguin (P)

Dark Side of History

—M. Edwardes (A)

(The) Domain of Devils

—Eric Maple (A)

Encyclopaedia of Mysterious Places

—Dragon's World (P)

Encyclopaedia of Witches & Witchcraft

—Rosemary E. Guiley (A)

Fontana History of Europe, series of books.

—Fontana (P)

Hutchinson Encyclopaedia

(The) Illuminoids

—N. Wilgus (A)

Mysteries of the Unexplained

—Readers Digest (P)

Phenomena

—Thomas & Hudson (P)

Penguin Atlas of World History, 2 volumes.

Readers Digest Atlas of the World

Secret Societies

—Arkon Daraul (A)

Science & the Supernatural

—John Taylor (A)

Secret Societies

—Norman MacKenzie (E)

Time Tables of History

Time Tables of Science

—Simon & Schuster (P)

Times Concise Atlas of World History

(The) Unexplained

—Orbis (P)

(A) Author

(P) Publisher

(E) Editor

Adventure Packs

These contain between two and five complete adventures, all set on one or two parallels which are detailed within the Adventure Pack.

At the time of going to press two Adventure packs are scheduled for publication.

Brave New Worlds

A source pack of five Adventures for players new to the Arkwright Multiverse.

The Lion and The Bear

On an Earth in which decades of Cold War between the British and Holy Russian Empires has divided Europe in two, the world is poised on the brink of total war.

Both Empires have the newly invented atomic bomb. Both know it would be madness to use it.

Yet ZeroZero knows, where the Disruptors meddle, madness follows.

Campaign Packs

These are intended to expand the game's horizons. Aside from a series of inter-linked Adventures, they contain essays examining aspects of the Arkwright Multiverse, new skills and detailed parallel descriptions.

The following Campaign Packs are in preparation.

The Parallel Campaign

The players get to help Luther Arkwright himself, in a series of adventures which mirror the events in the graphic novels.

Their first task is to arrange a duel which is one of the key events of the graphic novels.

Childhood's End

A source book for adventures set in the aftermath following the end of the graphic novels. With the Disruptors defeated what do the players do next?

The answers are here. This campaign pack will provide information and advice for the referee who wants to take their adventures beyond the "classic" Arkwright period. Together with two complete adventures and three adventure outlines.

The Adventures of Luther Arkwright

The ROLE-PLAYING GAME

CHARACTER SHEET

Player _____

NAME SEX AGE
 Parallel of Origin
 Life Points
 Professional Bonus

ATTRIBUTES		MODIFIERS	
Strength	Damage Bonus (DB)
Endurance	Recovery Rate (RR)
Dexterity	Actions (Acts)
Intellect	Ideas
Willpower		
Psi-Rating	Active/Non-active	

COMMON SKILLS

• SENSES
 Listen
 Observation
 Scent
 Taste
 Touch
 • PHYSICAL
 Climb
 Hide
 Jump
 Stealth
 Throw

COMBAT

Hand to Hand
 Fist
 Kick
 Grapple
 Weapon

Sub-skills

Sub-skills

Dodge

Notes

Notes

SKILLS

PSIONICS

Base Range
 PSI-RR
 TALENTS

PSI-SKILLS

NOTES

PSI-Profile

Rules Questions

Please address any queries about the Game System and the nature of the Arkwright Multiverse to the address below, enclose a Stamped & Self Addressed envelope.

If, in the course of your Gaming, you use the rules in a particularly novel or inovative way, and would like to pass a few hints on, please send details to the same address.

W.O.T.A.N.

The Magazine for Players of The Luther Arkwright Role-Playing Game

Available by subscription only W.O.T.A.N. will contain at least one original adventure per issue. These adventures WILL NOT appear later in the shops under the guise of "All New Adventures." Although the same might not hold true for various of the Cultural Templates, Weapons, Equipment and Psi-skills which will appear first in W.O.T.A.N.

To subscribe to W.O.T.A.N. please send a cheque for £6 — for Five issues — made payable to 23rd Parallel Games. Please print your name and postal address, including Post Code, on the reverse of the cheque. Mark your envelope "W.O.T.A.N. Subscription" and send it to the address below.

The Adventures of Luther Arkwright •The Graphic Novels•

Details of how to order copies of the three graphic novels can be obtained by writing to the address below.

Please enclose a Stamped & Self Addressed Envelope.

You can also expect to be sent details on other offers of Mr. Talbot's work, especially signed copies of Arkwright. After all, he has a living to make.

A Small Afterword to the First Edition

It has been a long time since Bryan asked me if I'd write this Role-Playing Game.

What you are playing still bears some resemblance to the notes scribbled on a beer mat that night. Although there are six Attributes instead of eight, but the basic concept of the (occasional) unpredictability of Psionics remains unchanged.

The Luther Arkwright computer game and the Luther Arkwright board game have, unfortunately, fallen by the way in the meantime. Yet I would like a stab at playing the "Battle of London Board-Game", and who could resist collecting "Bell's Heroes of the Revolution"? Both to be seen in Book Three of the Adventures of Luther Arkwright.

Maybe some day.

For his unwavering support and encouragement my thanks to Bryan.

Thank you for letting me loose in your Multiverse.

There are, of course, many more people to thank.

The Preston Speculative Fiction Group deserves a special mention. If only, of course, for just being the Preston Speculative Fiction Group.

Many thanks to Jason, Paul, Adrian, Dave and Nigel for their help in the final months of preparation.

More thanks than are possible to Pauline, who did much more than help.

There will be more to follow this, the Multiverse is a big enough place for years of fun. And, as at the time of writing, Bryan is already gathering material for the further adventures of a certain Mr. Arkwright.

Have fun, thank you for buying this game, and remember, that is all this is, a game — enjoy.

James Brunton
Preston — May 1992

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The Adventures of Luther Arkwright

THE
ROLE-PLAYING GAME

Competition

Having bought your copy of the **Luther Arkwright Role-Playing Game** you now have the chance to win one of the following prizes.

First Prize

- An original piece of artwork featuring the winner and Arkwright in a suitably action packed pose.
- A copy of the limited edition hardback of *The Adventures of Luther Arkwright*.
- A unique adventure, written especially for the characters supplied by the winner.

Second Prize

- Original artwork by Bryan Talbot, signed and framed.
- A copy of the limited edition hardback of *The Adventures of Luther Arkwright*.
- A unique adventure, written especially for the characters supplied by the winner.

Third Prize

- Artwork by Bryan Talbot, signed and framed.
- A copy of the limited edition hardback of *The Adventures of Luther Arkwright*.
- A unique adventure, written especially for the characters supplied by the winner.

The First, Second and Third prize winners will, in addition, get the same Prize Bundles as the Runners-Up.

Five Runner-Up Prizes

- Arkwright poster.
- Signed, numbered prints by Bryan Talbot.
- Arkwright badges.

All entries made on these entry forms will be sent a copy of the twelve page *introductory* adventure, which will be bagged with the game after the prize draw for the competition has taken place.

How to Enter

Answer the three questions below and send the tear off slip to the address at the bottom of the page.

Please mark your envelope **Arkwright Competition**.

The prize draw will be made by Bryan Talbot, at the first Preston Speculative Fiction Society meeting to fall in April 1993. The winners will be notified by post.

For a full list of the competition rules please enclose a stamped addressed envelope with your entry form.

The Adventures Of Luther Arkwright – Competition

- Q1. In what year was Luther Arkwright born?
- Q2. Give the full name of the Disruptor Knight "removed" by Arkwright in St. Petersburg.
- Q3. What is Arkwright's "Warrior Option" bonus?

Please complete in block capitals, in ink.

Name

Address

Postcode

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The Adventures of Luther Arkwright

THE ROLE - PLAYING GAME

Based on the graphic novels, created by Bryan Talbot, which detail the life and times of Luther Arkwright.

This Role-Playing Game is set against the background of the Arkwright milieu, in which a secret and deadly war is being fought across myriad alternative Earths.

These Earths, known as Parallels, are all echoes of the same basic blueprint. Some are much like our own world, but with slight variations in history and technology. Others are stranger, their history and technological development incredibly varied.

The instigators of the Trans-Parallel War are the Disruptors, who have manipulated social and technological trends across the parallels for centuries. Their aim is uncertain, their methods hideous and eldritch.

Opposing them is a single Earth, ZeroZero. An Earth free of Disruptor influence, struggling to counter Disruptor activities on all those parallels it's agents can reach.

The players take the part of characters involved in the conflict on the side of ZeroZero. Either as ZeroZero agents, or unwitting bystanders drawn into this strange and terrible war.

Contents A comprehensive rules system, featuring

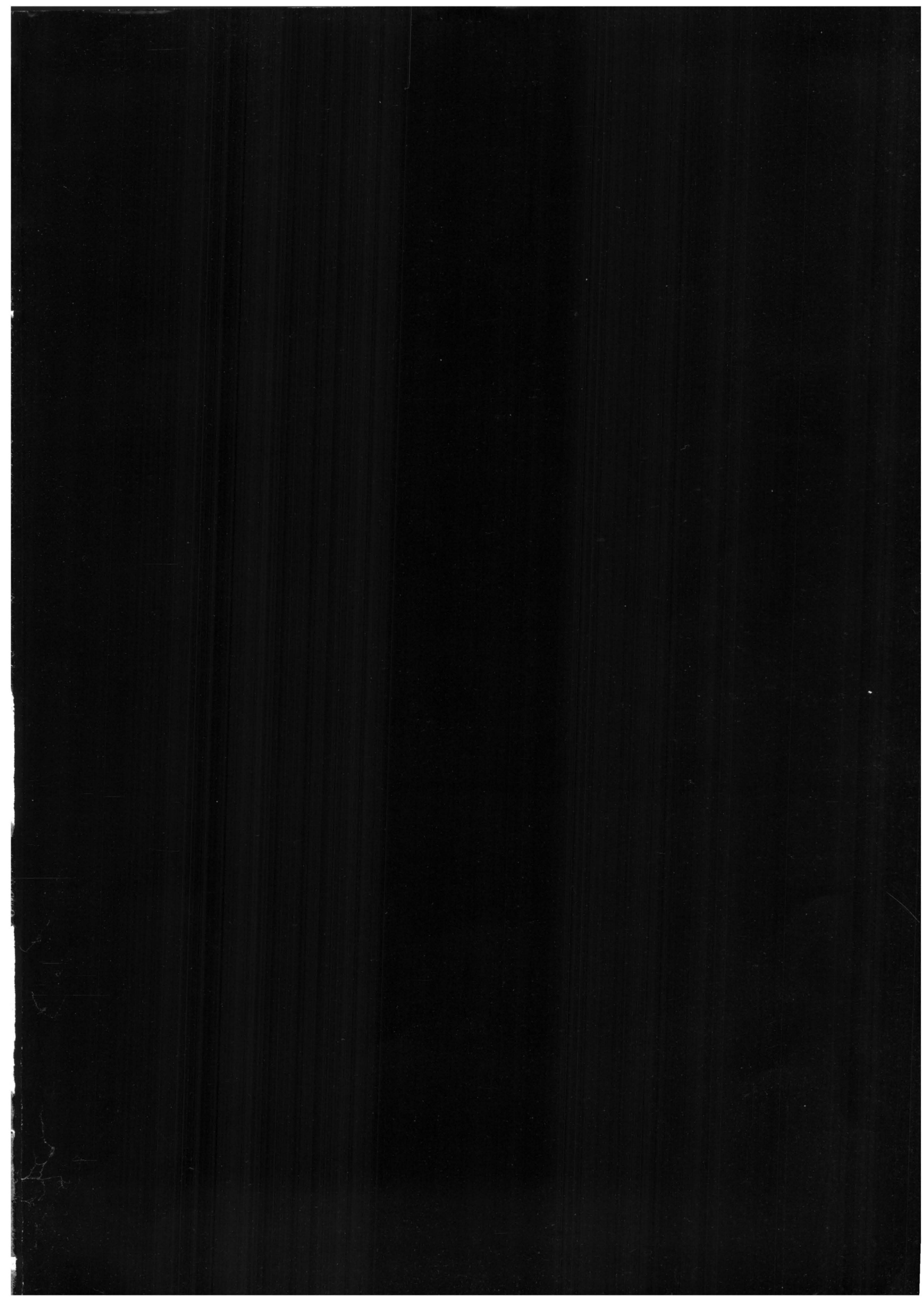
- Character generation
- A sophisticated but simple skills system, entirely based on the use of percentile and "ten-sided" dice
- A combat system which can be varied in complexity to suit the players' tastes
- Psionics rules: which detail the use and background of such fabulous mental talents as Telekinesis and Telepathy
- The rule system is illustrated by examples from the graphic novels; unlike some RPGs based on films and comics, everything which happens in the graphic novels can be duplicated by the rules system

A full background for the game, featuring

- The Known and Secret Histories of the alternative reality in which the game is set. Including information available nowhere else on Arkwright, the Disruptors, ZeroZero & much more
- A section for the game's referee, giving advice on creating and running adventures. Together with more unique "For Your Eyes Only" information
- The Bestiary - a miscellany of additional information, equipment notes, comments and optional rules
- Twenty-three adventure outlines, illustrating the incredible range of adventure situations possible
- Bibliomancy: a selection of reference books useful to the players and game's referee

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